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- NHL HOCKEY CD
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- PHANTASY STAR 4
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- 3DO OUT OF THIS WORLD
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Volume 6, Issue 12

NUMBER 53

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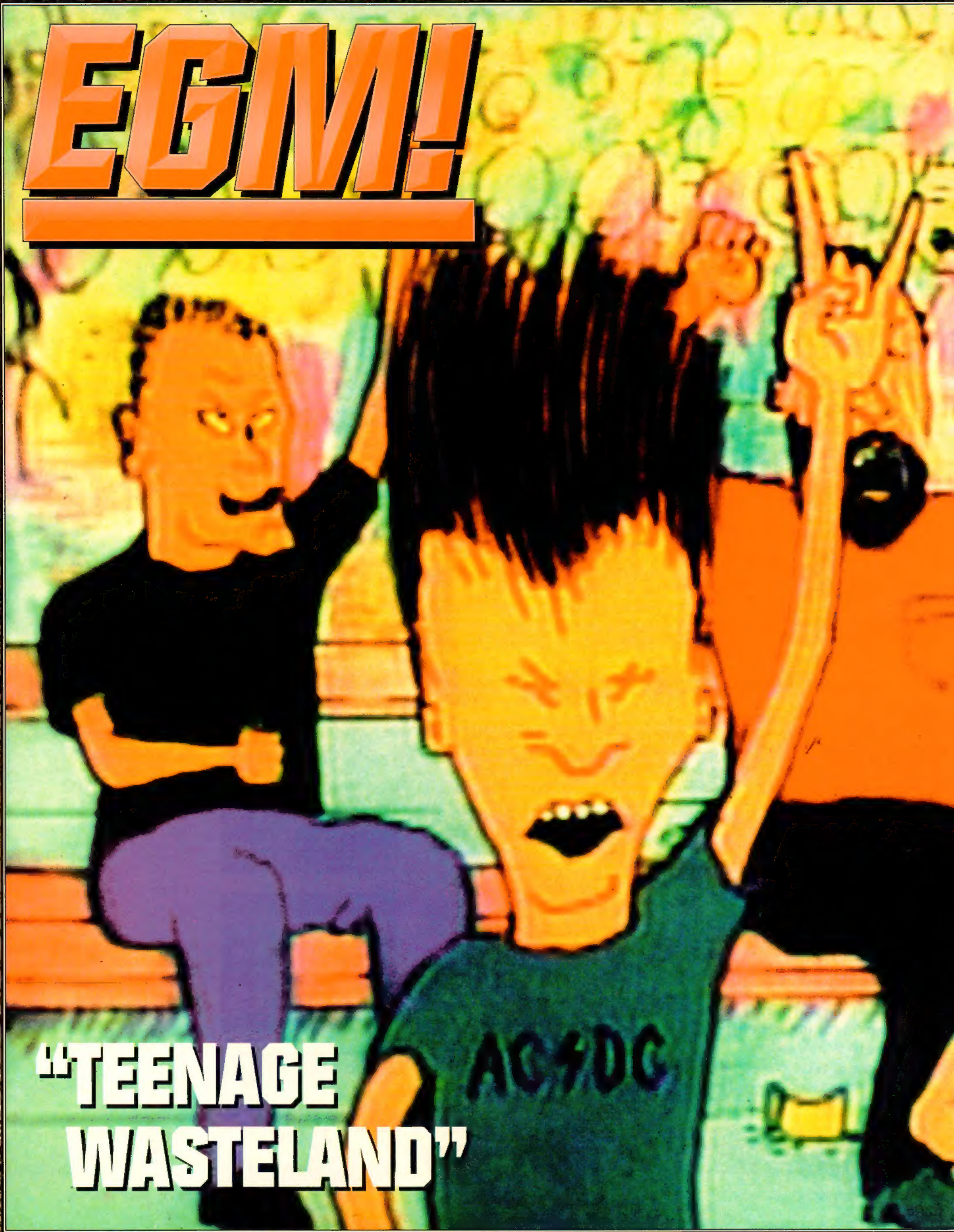

# "TEENAGE WASTELAND"

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# EGM!

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# INSERT COIN

## SEGA VS. NINTENDO... THE BATTLE AT THE NEXT LEVEL BEGINS!

The battle lines are drawn, the swords are raised, and the two video game giants are already at war... a war of words, that is. The stakes are huge as the future of video games is on the line. The problem is whether the public will accept the next generation of high priced 32-/64-Bit video game machines. Everybody in the industry is very aware of the crash of 1984, and when Nintendo launched their Super NES a couple of years ago, the companies waited and worried. If the players decided that they wouldn't pay the couple of hundred bucks to move up from their NES to the Super NES, there would have been problems. Now the NES is just a part of video game history, but with the dawn of mega-buck CD game machines like the 3DO and LaserActive already here, the problem is back. This time the cost of a new machine is much greater, the software just isn't that spectacular, and the players aren't all that excited with what they see. Anyway, the CD machine image is already tarnished as the Sega CD hasn't really set the world on fire.

To make it worse, the big names are starting to play mind games with the players. 3DO started the ball rolling with a 32-Bit machine. Atari upped the ante with their 64-Bit Jaguar and Sega followed with their 32-Bit Saturn. Nintendo overturned the applecart with their 64-Bit Silicon Graphics Project Reality machine and Sega was suddenly stuck in the middle with only a 32-Bit machine. They countered with a new press release stating that they are adding a 64-Bit video chip to their machine. Sony now is stating that their new 32-Bit machine will "go beyond the 64-Bit class systems under development by Nintendo or Sega." All of a sudden Bits are all that matter and bigger is better.

Confusing? Very! Although there are a dozen different hardware companies in this new CD machine war, when you throw out the small players, it will still boil down to a Nintendo and Sega battle. Of these two companies, Sega has the larger problem. Nintendo is really hyping up their SG machine. Sega is doing nothing. Nintendo is sticking to a $250 price, Sega of Japan can match that, but without a CD-ROM. With it, the price soars to about $460. What's interesting is that even though Nintendo doesn't have a CD machine, they really haven't been hurt by letting Sega tinker with a couple of so-so CD games. Sega, on the other hand, has to promote and sell their existing CD-ROM system for two more Christmases. Then there are the rumors. Like the Saturn not being downwardly compatible with the Genesis or Sega CD. Or Sega of Japan ceasing all new CD work in favor of Saturn. Sure seems kind of tough to convince kids to buy a Sega CD.

There's a simple solution Sega. Give us the lowdown on Saturn now, start promoting it by having it at Winter CES, bring it out next fall instead of 1995, make sure that Sonic the Arcade Game (not Virtua Fighters) is the pack-in, and sell it for $279 (make the CD optional). That package will sell!

***Ed Semrad***
***Editor***

EGM!

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*So, for the kookiest, ookiest, creepiest Sega™ action... welcome to the family!*

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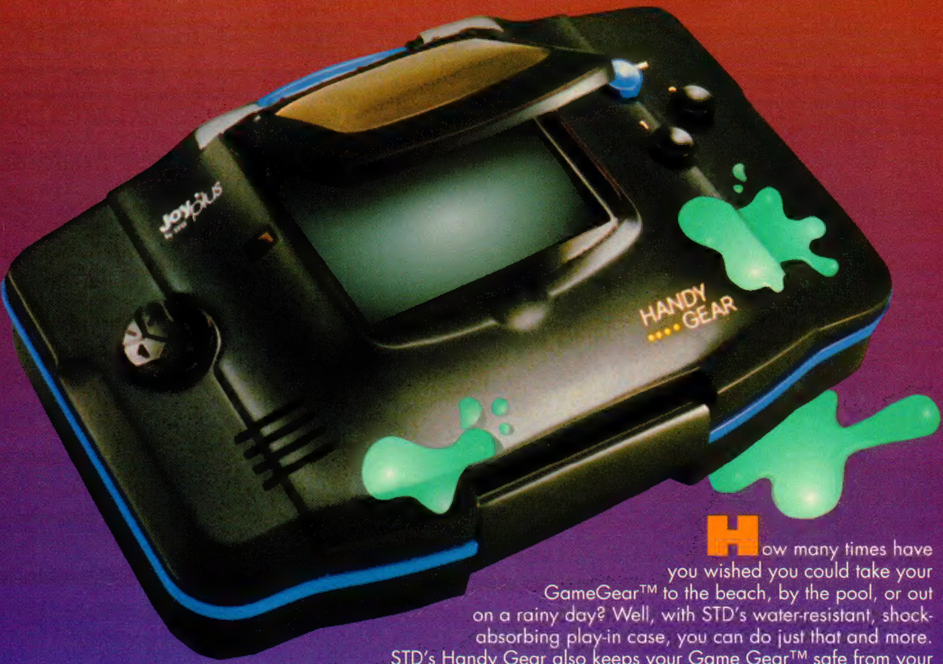
# YES, You Can Take it Everywhere.

## (Well almost...we don't suggest scuba diving)



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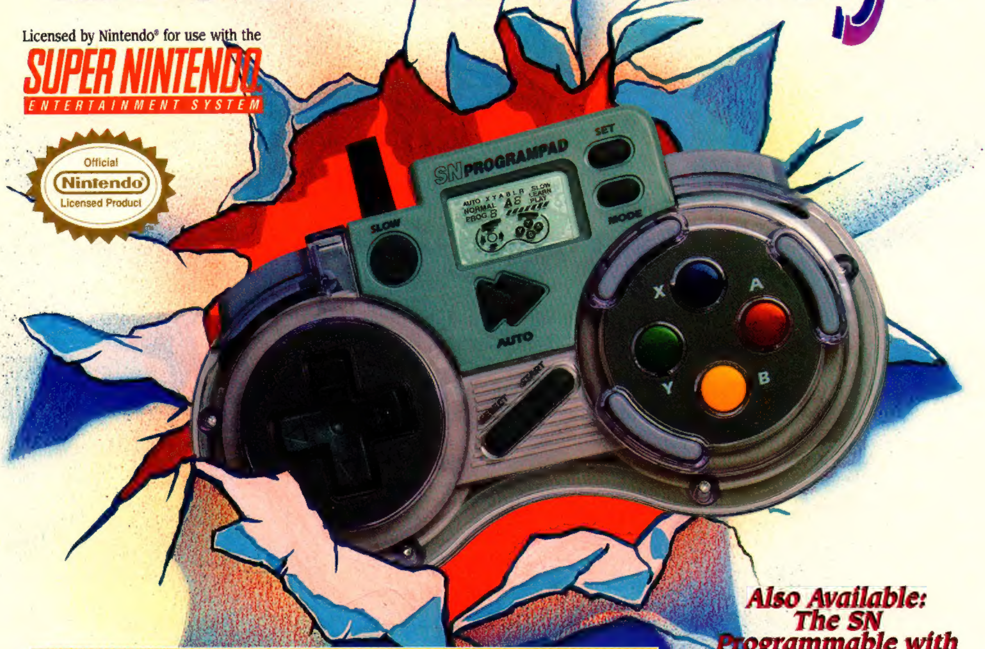

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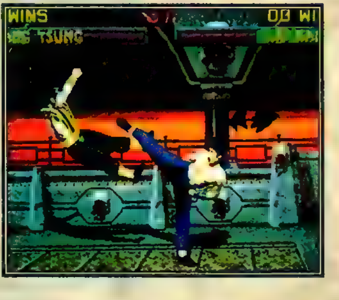


Exclusive preview of the hottest fighting sequel since Street Fighter 2. Everything from the graphics, sounds and characters have been pumped up. Choose from seven new characters and five originals, all having new abilities and strategies. The fatalities and blood are back but in more gory detail than ever. Look for this hot arcade title!

## 'TIS THE SEASON FOR WINNING BIG WITH EGM'S CONTESTS!

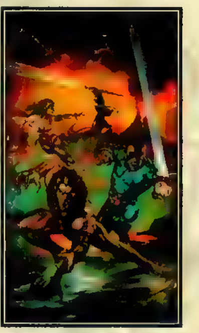
66
201

Try your luck at two great contests in this month's EGM. Don't wait for Christmas, enter now and you could win a Sega CD system, your choice of five Sega games, official Eternal Champions jacket, hat and pin, or an authentic Wayne's World guitar! Act fast before these chances are gone!

210

## BEHOLD! NEVER-ENDING INFO. ON ETERNAL CHAMPIONS!

Inside this month's sizzling issue of EGM, we have devoted 12 action-packed pages of information on the latest fighting game, Eternal Champions. Gamers, make sure you are sitting down before you take a peak into what these pages have in store for you. You get character profiles, combos, strategy, movement guides, stats, figures...it's all here in this complete blowout of the hottest fighting cart to ever hit the Genesis. Truly amazing!



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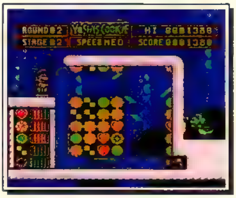
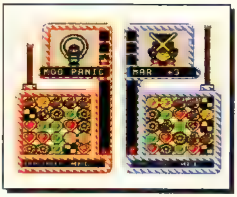
**Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!**

As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!



**It's a heapin' helpin' of cookie crunchin' fun!**

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



**Challenge a friend or the computer for more munchie-madness!**

- 100 stages, plus bonus rounds.
- 1 or 2 players, or play against the computer.
- Choose to be Mario, Yoshi, the Princess or Bowser.
- Extra puzzle game from the creator of Tetris.

## It's a snack attack!

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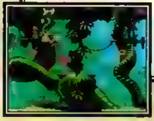

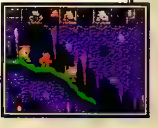

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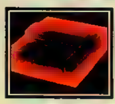
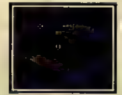


### SUPER NES TIMES

EGM will stuff your gaming stockings with the latest and hottest Super NES carts. You'll be amazed at the in-depth coverage of such games as Battletoads/Double Dragon, Star Trek: TNG and much more.

**224-278**



### OUTPOST SEGA

Oh, the weather outside might be frightful, but the coverage of Genesis and Sega CD games in this issue is delightful! Stay warm with such carts as T2 Judgment Day and Lunar.

**290-328**

### PLANET 3DO

Get a shot of Mad Dog McCree.

**330**

### CLUB GAMEBOY

Curl up to the cuddly warmth of Tiny Toon Adventures 2, or if you're in the racing mood, try F-1 Pole Position. Tired of Christmas shopping? Enter virtual reality with The Lawnmower Man! Not in the holiday mood? Join Scrooge McDuck on a treasure hunt.

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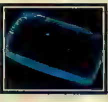

### SUPER GEAR

Hit the road with F-1 Grand Prix!

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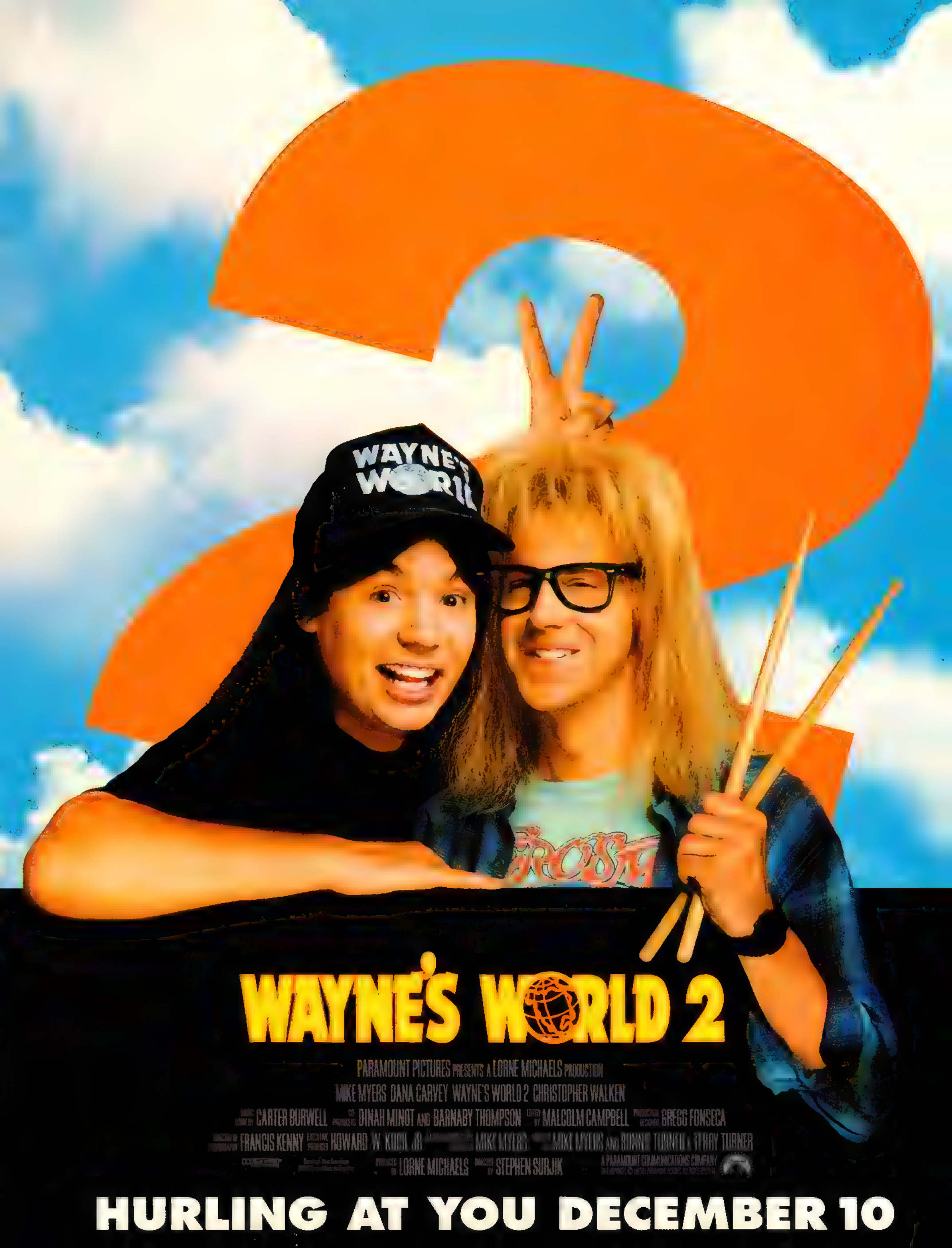

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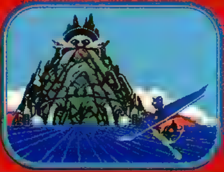
**HURLING AT YOU DECEMBER 10**

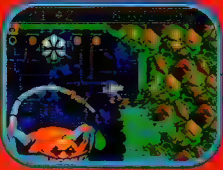
# PUT A NEW SPIN

# SONIC THE HEDGEHOG SPINBALL™

## STRAP ON YOUR POWER SNEAKERS FOR SPINSATIONAL NEW SONIC MOVES!

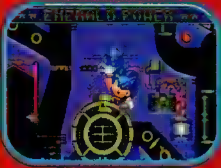


Vault into the Volcano Veg-O-Fortress and kick some 'Bot!

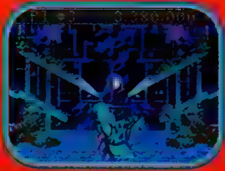


Neither sleet, nor snow, nor a slime slurping Scorpius can stop him!

Lever-launch through eight fresh worlds of pinball-pumping mutant mayhem as Mobius' most heroic hedgehog rolls into action against the demented Dr. Robotnik! Thousands of Sonic's friends [redacted] So why are you just sitting there? Get your flippers-flapping – and start spinnin'!

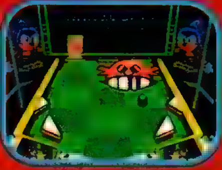


Cop the Chaos Emeralds to bust Robotnik's family jewels!

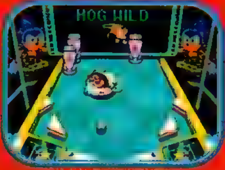


Pull the plug on the Lava Powerhouse for a real global warm-up!

SONIC SPINBALL
GENESIS
SEGA



Get down...get up...get a new perspective in the 3-D Pinball Bonus Round!



Waste the evil Doc, save the prisoners and make Mobius free at last. Hey, piece of cake!

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WELCOME TO THE NEXT LEVEL.

ON YOUR GAME!
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# INTERFACE

## LETTERS TO THE EDITOR

This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll wad it up and hurl (the paper, not us). Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. If you understand these rights then write us at: Interface, Letters to the Editor, c/o Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts...

## LETTER OF THE MONTH!

### PROBLEMS IN 3DO-LAND!

I just bought a 3DO machine on October 2, 1993. I am not a happy camper.

First, without trying I was able to get the pack-in game to lock up the 3DO.

Second, no other software is available as of 10/18/93. I heard that there was to be about 10 games at launch? Where are they?

Is this a repeat of the Sega CD or worse? I like the machine. It's fantastic, but to spend $760 and get a bad game and no others in sight is wrong!

I tried to call somebody but all I get are answers that more games are being made. Nobody says when they are coming though.

In closing, the 3DO has a long way to go before it lives up to its potential. If it doesn't happen soon, it could very quickly be the Titanic of game systems. It's already on the ice with me!!

**Alan Popper**
**New York, NY**

*(Ed. It sure sounds like the same type of problem that players had with the launch of the Sega CD last year. In this case, the software companies can't be held completely to blame. Because 3DO kept changing the hardware, virtually up to launch date, software companies couldn't fully test out their software. Nice going Trip! We are as disappointed as you are Alan. When we heard that no additional software was available for purchase at launch time, everybody here shelved there plans for buying the system. Even now in early November, all that is available (here in Chicago) is It's a Bird's Life, two Putt Putt discs and Mad Dog McCree. Check our review of Mad Dog before you spring for this disc. Actually, now don't laugh, we recommend you buy Putt Putt Joins the Parade. It isn't a bad game. Perhaps on Madden Friday (November 19) we'll finally see what the 3DO can do!)*

The 3DO was launched without any new games! System owners are not happy!

## WIN A PAIR OF ACCLAIM JOYSTICKS!

*The best letter submitted each month will win his/her choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System.*

### MORTAL KOMBAT BLOOD CODE!

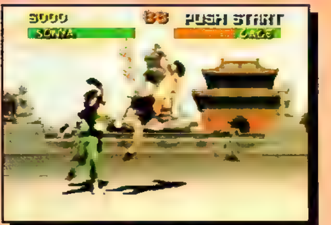
I have heard from a friend at school that Acclaim hid a code in the Super NES version of Mortal Kombat that brings back the blood in the game. When questioned, he wouldn't tell me what it was but he did describe what the screens look like in a lot of detail. Have you been able to find this secret code?

**John Sneles**
**Denver, CO**

There is a lot of talk that there is an Easter Egg hidden deep inside Acclaim's Mortal Kombat that lets you do the fatalities in the Super NES copy. It is only a rumor as I haven't actually seen it myself, but is it true? Could Nintendo have missed it in their game testing? Is Ermac in the home game also?

**Pete Nathan**
**Phoenix, AZ**

*(Ed. Rumors, rumors, rumors. One thing is for sure, Nintendo doesn't miss a trick when they test out other company's games! No blood, no fatalities, no Ermac. But, Nintendo can't control what the Game Genie can do. Check out our Tricks section for a Game Genie code that changes the white 'sweat' to red blood! Sorry Nintendo!)*



What Nintendo taketh away, the Game Genie bringeth back. Check our Tricks!

## So What if Pocky and Rocky is a goofy name for a game, featuring two characters who've never been on TV.

# The Press Loves It!!

*"This game is an absolute blast to play! What other great action game can you find where you can block any attack the enemy throws at you!" (Guy)*

*"Pocky & Rocky is one of the best carts that I've played in a long time." (Dude)*

Super NES Buyer's Guide (March 1993)

*"At last, here's a fast-pace, two-player, arcade-style action/adventure game for the Super NES that hits you hard with a horde of evil beings and with no slowdown in sight. Pocky & Rocky by Natsume packs great blast-em-up action."*

GamePro Magazine (March 1993)

*"Don't let its timid name fool you. Pocky & Rocky is packed with action and non-stop fun."*

GamePlayer's Magazine (May 1993)

*"Adorable! A true rarity! This awesome duo is the freshest thing to hit the Super NES in a long time!"*

Electronic Gaming Monthly (July 1993)

*"Natsume's second Super NES title may be one of the hidden gems of the year. It features beautiful graphics and lots of playability."*

Nintendo Power (March 1993)

*"This game is awesome!"*

Electronic Gaming Monthly (February 1993)

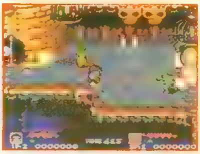
As Seen In Game Pro
Graphics
Sound
Control
FunFactor
Challenge
Adjustable
System: Super NES
Action/Adventure
Two players simultaneous

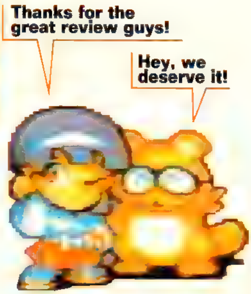
Pocky & Rocky
SUPER NINTENDO
ENTERTAINMENT SYSTEM
NATSUME

# And So Will You.

## Pocky and Rocky... Incredible Action for your Super Nintendo.

## Available Now!




Thanks for the great review guys!
Hey, we deserve it!

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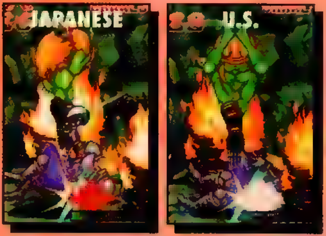
Letters only, no calls please.
All information will be kept in the strictest confidence.

## MORE BLOODLESS GAMES!

I want to buy the awesome game Samurai Shodown for the Neo•Geo, but the companies that I call tell me that all of the blood has been changed to white perspiration. Is this true? Why would SNK do this as they certainly don't have to answer to Nintendo?

**Keil Lefinsky**
**Fresno, CA**

*(Ed. What the stores are telling you is true Keil. The situation is a bit more complex than one would expect, though. Of course, the arcade game has the blood. If you own a Japanese Neo and plug in the American cart, you will get the blood. If you have the American Neo and plug in the American cart, you get the white 'sweat.' It must have been that after the bloody Mortal Kombat got all the bad press, SNK decided to quickly sanitize their game.)*

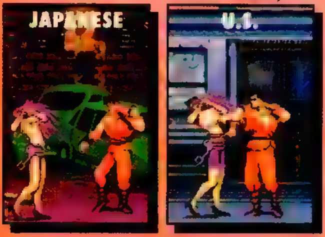


The Americans get the white 'sweat' while the Japanese get the blood!

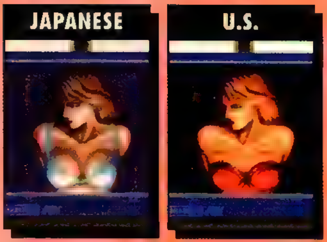
## MORE JAPANESE TO U.S. PROBLEMS!

You ran pictures of characters in the Sega CD version of Final Fight that look slightly different from those in my copy of the same game. Why is this? I always thought that Sega was more liberal than Nintendo. Are the Sega censors starting to crack under the pressure of the recent press investigation of Mortal Kombat?

**Tom Baken**
**Seattle, WA**



More examples of U.S. censorship. This time in the Sega CD version of Final Fight!



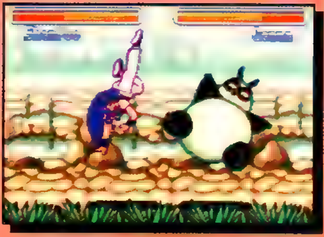
Some of the other questionable graphics in Final Fight CD were changed as well.

*(Ed. In going back over the work that we did on Final Fight CD, we found out that the pictures we ran were from the Japanese version of the game. In order to be current with our Fact File we had to go to the Japanese version, because Sega U.S. was taking forever to get copies of the American version out to us. As you can see from the above pix, even liberal Sega decided to step in and change some of the graphics for the U.S. players.)*

## RANMA 1/2...NEW VOICES!

I am a great fan of Japanese anime. When I read your review and saw your Fact File on the DTMC version for the Super NES, I got quite excited as it seems that finally the game is going to be done right. The question that I have is how could the voices be so bad? I thought that Viz was one of the best in translating the Japanese language into English.

**Phil Wiseman**
**Miami, FL**



The voices in the Super NES game Ranma 1/2 come from DTMC, not Viz.

*(Ed. We wondered that exact same thing Phil, so we called the people at Viz to find out what was the real story on the voices. A spokesperson for Viz stated that while they are responsible for the Japanese to American language translation and the new American voices for the video tapes of the series, they, in no way, had any responsibility for the voices that appeared in the video game. They stated that the game voices were the sole responsibility of DTMC and not Viz.)*

BEWARE . . .

NOW STALKING A STORE NEAR YOU

# PLAY IT IF YOU DARE

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Dracula
BRAM STOKER'S
Dracula
SUPER NINTENDO

Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula goes straight for the jugular. Photo-realistic graphics, camera rotation, digitized scenes from the film and an awesome digital soundtrack on the CD version plunge you deep into cold, dark dungeons crawling with spiders and packs of bloodthirsty rats. On every platform you'll experience thrilling game play and battle your way through the treacherous mountains and forests of Transylvania to Castle Dracula. And just like in the movie, the evil Prince of Darkness will rise and attack — as a bat, a wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped!

Available for all Nintendo and Sega platforms.

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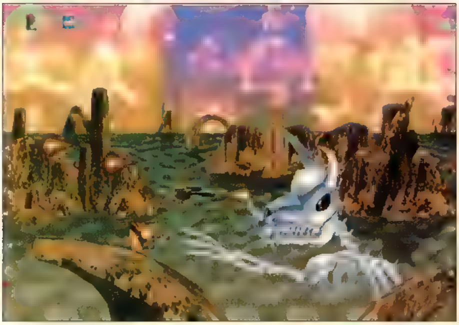
# WE'RE CHEWING UP THE



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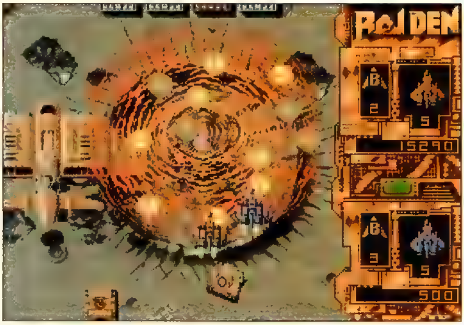
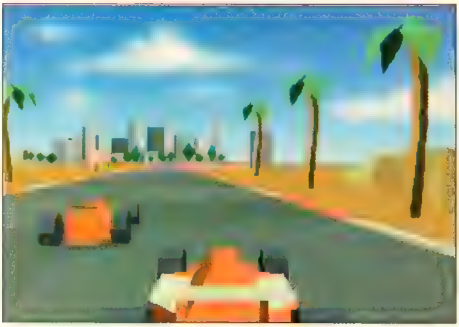


*RAIDEN®*
*coming soon*



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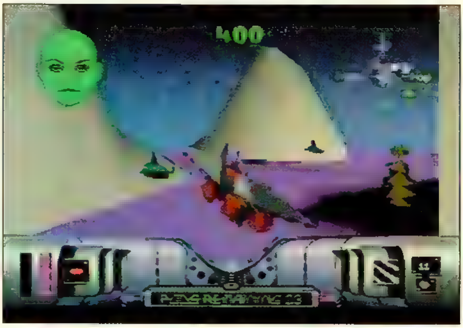

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INTERACTIVE MULTIMEDIA SYSTEM

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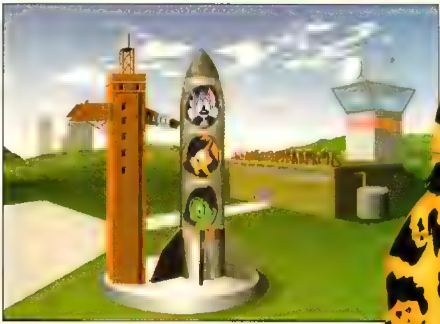
# COMPETITION BIT BY BIT.



*TINY TOONS™*
*coming soon*

Here's something to gnaw on. The new Jaguar interactive multimedia system has a mind blowing 64 bits of power, compared to a wimpy 16 bits for the competition. 64 bits means 16 million colors in a 3D world. Breakneck speeds. Cat-like control. And special effects like you see in the movies.

How does it sound? Well, if this ad had a volume button your mother would be yelling at you to turn it down. Car crashes, alien screeches, jet engines and other bone rattling stereo CD quality sounds will make you jump out of your seat.

When you do, make sure to run to the nearest store. Everyone else will be there chomping at the bit to buy one.

What we're really saying is Jaguar's 64 bits eats the competition alive. Sink your teeth into it and you'll see what we mean. **Get Bit by Jaguar.**™

# INTERFACE
## LETTERS TO THE EDITOR

### SEGA AND NINTENDO MAGS TOO WIMPY!

One of the things I like best about your mag is the Review Crew. Your editors, most of the time, are right on and some of the comments are downright brutal (but truthful). I had high hopes that 'honest' reviews would be catching on, as Nintendo's mag for a while was running their three person commentary about games, but they quickly cut that section out. The same for Sega's mag as they (for a couple of issues) were reviewing every Sega game that was coming out. They too, quickly dropped that section of their mag. What's up? Is the pressure from the advertisers (game companies) really that strong that nobody, other than EGM, can publish reviews that have a little bite to them?

**Tim Kenny**
**Nashville, TN**

*(Ed. Yes Tim, there is a fair amount of pressure from some of the game companies. A couple have threatened to pull their ads, put us on 'probation', or not send us any games if we run critical reviews. Unfortunately, due to the tremendous amount of games coming out for the Christmas season, even if a game gets a 6 or a 7 (a rather decent rating) companies are still moaning because the major chains aren't placing reorders for games that don't get 8's or 9's. Fortunately though, because of your support, we haven't had to bend to the demands of those companies.*

*As to the other magazines, of course we can't answer for either the Nintendo or the Sega pub as to why they stopped reviewing games, but the answer seems to be quite obvious. Why upset the applecart, especially if you don't have to.*

*I, for one, really liked the reviews in the Nintendo mag. It was the one section where a person didn't have to wonder if it was written by the white shirts at the company. Their reviewers were quite knowledgeable and what they printed sounded like it came from real game players. But that's where the problem comes in. Players are quite open about what they think about games. If it sucks, they spare no words in saying so. One hour on the computer bulletin boards will verify that. Nintendo still has game ratings in their pub. Trying to decipher and interpret their current 1-5 scale game ratings is not an easy task, though.*

*Sega's latest issue (page 17, Oct./Nov.) perhaps sums everything up quite plainly, and we thank them for informing their readers where they stand: "Our job is to tell you about the killer titles while remaining mysteriously silent about the bogus ones."*

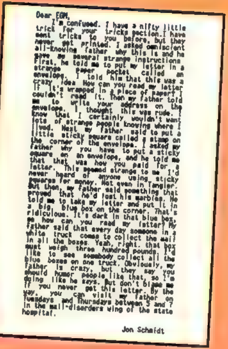
*Thanks, but no thanks. Sorry boys, any bozo can pick out the good games. There won't be too many players moaning because they wasted money on an Aladdin or Mortal Kombat. But how about all the mediocre titles which need reviewing because they don't live up to the reputation of the big name, attention getting license tacked on the game? These are the carts that players have to be warned about.*

*What's really a joke is just the sentence before the above quote, where they compare themselves to Consumer Reports.*

*Wrong again boys. First, the last time I saw CR, they didn't take any ads, yours is loaded with them. Second, CR reviews ALL products in a category, good or bad. They never are 'mysteriously silent.' And fortunately neither are we. But then again, we don't have to give away our mag for free to get people to read it.)*

## PSYCHO
## LETTER OF THE MONTH!

**If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your fondness of and psychosis to video games!**



**Dear EGM,**

**I'm confused. I have a nifty little trick for your tricks section. I have sent tricks to you before, but they never get printed. I asked my omnipotent, all-knowing father why this is and he gave me several strange instructions. First, he told me to put my letter in a strange paper pocket called an envelope. I told him that this was a crazy idea. How can you read my letter if it's wrapped in a piece of paper? I couldn't read it. Then my father told me to write your address on the envelope. I thought this was rude. I know I certainly wouldn't want lots of strange people knowing where I lived. Next, my father told me to put a little sticky square called a stamp on the corner of the envelope, and he told me that's how you paid for a letter. This seemed strange to me. I'd never heard of anyone using sticky squares for money. Not even in Tangier. But then, my father said something that proved he'd lost his marbles. He told me to take my letter and put it in a big, blue box on the corner. That's ridiculous! It's dark in the blue box, so how can you read my letter? My father said that every day someone in a white truck comes to collect the mail in all the boxes. Yeah, right. That box must weigh three hundred pounds. I'd like to see somebody collect all the blue boxes on one truck. Obviously, my father is crazy but they say you should humor people like that so I'm doing what he says. But don't blame me if you never get this letter. By the way, you can visit my father on Tuesdays and Thursdays between 5pm and 7pm in the mail-disorders wing of the state hospital.**

**Jon Schmidt**

**Well Jon, you'd better get used to those big blue boxes on the corner because that's where your prize is going to be. And by the way, say hi to dad for us.**

IN YOUR FACE
EGM

**EGM T-SHIRTS**
**BUY THEM - WEAR THEM**

***Send $9.95 to Sendai, c/o EGM T-Shirt Offer, 1920 Highland Ave., #222, Lombard, IL 60148***

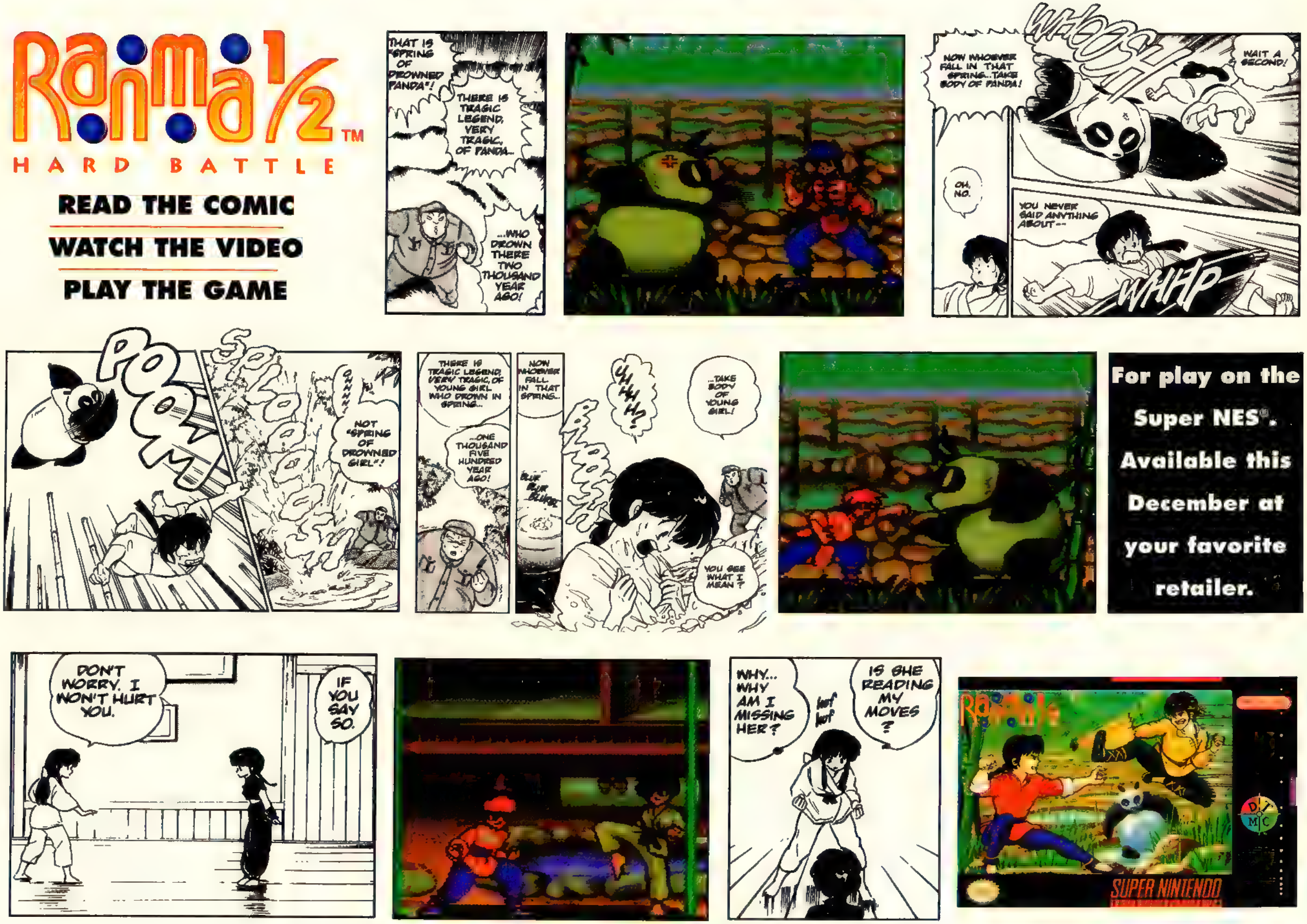
# Ranma ½™

HARD BATTLE

**READ THE COMIC**

**WATCH THE VIDEO**

**PLAY THE GAME**


THAT IS "SPRING OF DROWNED PANDA"!
THERE IS TRAGIC LEGEND, VERY TRAGIC, OF PANDA...
...WHO DROWN THERE TWO THOUSAND YEAR AGO!
NOW WHOEVER FALL IN THAT SPRING...TAKE BODY OF PANDA!
WHOOSH
WAIT A SECOND!
OH, NO.
YOU NEVER SAID ANYTHING ABOUT--
WHIP
POOM
SPLOOSH
NOT "SPRING OF DROWNED GIRL"!
THERE IS TRAGIC LEGEND, VERY TRAGIC, OF YOUNG GIRL WHO DROWN IN SPRING...
...ONE THOUSAND FIVE HUNDRED YEAR AGO!
NOW WHOEVER FALL IN THAT SPRING...
BLUB BLUB BLUBB
UHHH?
...TAKE BODY OF YOUNG GIRL!
YOU SEE WHAT I MEAN?
DON'T WORRY. I WON'T HURT YOU.
IF YOU SAY SO.
WHY... WHY AM I MISSING HER?
huf huf
IS SHE READING MY MOVES ?
SUPER NINTENDO
DTMC

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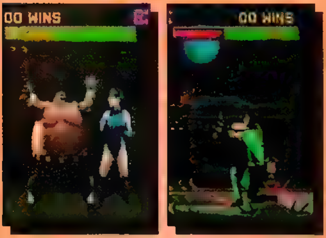
# INTERFACE
## LETTERS TO THE EDITOR

### MORTAL KOMBAT 2...NOW!

I have heard that Mortal Kombat 2 is going to be coming to the arcades later this year. Supposedly there are 14 characters and tons of secret stuff buried in the game. The fatalities are said to be even more violent and bloody than before. Is this true and when will it come to the home?

**Theo Bixler**
**Tulsa, OK**



**Each of the characters in Mortal Kombat 2 will have up to five hidden fatalities!**

*(Ed. Good information Theo. Yep, as you read this, Mortal Kombat 2 should just be arriving in your local arcade. There are 12 characters you can initially choose from. Some of the old favorites are back and of course, there are new ones to choose from also. Expect this game to be LOADED with secret moves, characters and tricks. From our conversation with Midway people, even the plot has lots of mystery to it. Why aren't Sonya and Kano in the game? You will be able to find out, but you also will have to beat the game with each character. When you do, a different piece of the mystery is explained. As to new characters, if you thought Reptile and Ermac were hard to find, wait till you get into MK2! And, the home version? Acclaim has the first right of refusal to all Midway games. Will they do it? You bet. But how they will remove the tremendous amount of blood and gore still has to be seen.*

*We have to really hand it to Ed Boon, John Tobias and the whole MK2 crew for really making the ultimate sequel. Unlike Super Street Fighter 2, which is just a rehash of the old original game with a few new moves and characters, MK2 starts off with a clean slate and has all new features built in. The aura of mystery with all the secret moves only adds to the ultimate fighting game!*

*It's no wonder Midway walked away with all of the major arcade awards (Most Played Video Game (NBA Jam); Most Played Pinball Game (Addams Family); Most Played Conversion Kit (Mortal Kombat); and New Equipment Award (Mortal Kombat 2). Good job Midway!*

### ORGANIZATION FOR GAMING ENTHUSIASTS

Is there an organization where us game players can write in to talk about video games and the industry in general? I have subscribed to several fanzines, but they are only good for a couple of issues and then they stop printing their publication. Is there something more stable? Like an official organization? I heard of something called NAGE but it doesn't seem to be in existence anymore either?

**Frank Wong**
**St. Paul, MN**

*(Ed. Sounds like you ought to join GEA (Game Enthusiasts of America). We recently got info from them. They are charging $10 for a one year membership and you'll get a copy of their publication GEA News which comes out six times per year (although we have yet to see an issue). The address on their letterhead is GEA Publications, 3216 Colebrook Court, Mississauga, Ontario Canada L5N3E2.)*

### ATARI ADDRESSES LYNX PROBLEM...AGAIN

"I was surprised to read your response to two of your readers in the Interface, Letters to the Editor section of the September '93 issue of Electronic Gaming Monthly. They wrote in asking for more coverage on the Atari Lynx.

We're concerned that your response gives the unwarranted impression that Atari does nothing to help EGM cover the Lynx. You stated that "...until Atari gets around to returning the 'Black Box', the chances of seeing another Lynx Fact File seem pretty slim."

Contrary to the impression you have given your readers, Atari is providing EGM with everything they need to produce articles on the Atari Lynx. Atari provides two sets of pre-release EPROMs of games to EGM, in advance of the final production copies being available to the public. Upon release of the games, Atari also provides professionally created slides of screen shots of the games to EGM. This is of course, the same service that Atari provides to other publications.

The primary purpose of the "Black Box" is for internal game testing, not for publications to produce their own screen shots. It is true that the "Black Box" allows you to take screen shots of the Lynx, but it is not an essential tool for your coverage of the Lynx. I admire your creative zeal that drives you to seek exclusive pictures for your publication, but your response inaccurately paints Atari as non-supportive of EGM. I hope that EGM will correct this perception."

Sincerely,
Robert G. Brodie
Director of Communications

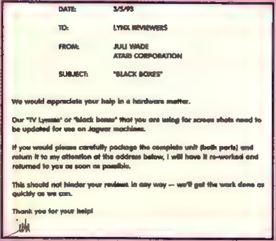
*(We appreciate Mr. Brodie's comments and forwarded his letter to Ed Semrad for his statements.*

*Our Sept. reply was quite self explanatory. While Atari does send us some slides, we need to take our own pictures to create our Fact Files. We said that in out Sept. reply. We are not going to be locked in to designing a FF from a dozen slides (made from a 'Black Box') that Atari sends us.*

*The other portable game companies have bent over backward to help us. Sega sent a specially prepared Game Gear, and Nintendo got us a Wide Boy. We are very sorry that Atari would rather give the BB to a game tester than to a magazine. And then complain about not getting coverage.*

*Sorry Mr. Brodie, we didn't give our readers a wrong impression. And despite what you think, you are not giving us everything we need to do articles on the Lynx. Until you provide us a way to take our own pictures (we will buy the BB, if need be) we will not be able to do a FF.*

*Oh yes, if you really thought that anybody here believed Juli's memo that the BB's were going to be 'updated' for Jaguar use (as if a 64-Bit home console wouldn't have a TV or video out jack) and then returned, think again. Really, sometimes honesty is a good policy, all you had to do was to ask for the 'Black Box' back.)*



DATE: 3/5/93

TO: LYNX REVIEWERS

FROM: JULI WADE
ATARI CORPORATION

SUBJECT: "BLACK BOXES"

We would appreciate your help in a hardware matter.

Our "TV Lynxes" or "black boxes" that you are using for screen shots need to be updated for use on Jaguar machines.

If you would please carefully package the complete unit (both parts) and return it to my attention at the address below, I will have it re-worked and returned to you as soon as possible.

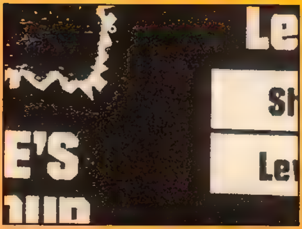
This should not hinder your reviews in any way -- we'll get the work done as quickly as we can.

Thank you for your help!

**Atari promises to return BB after it is 'updated' to work with Jaguar! Yea right!**

## BAD PHOTOCOPY CONTEST!

**A new feature to EGM is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 800 percent and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!**



**Here it is! Attempt to find this picture in the magazine, if you can!**

# YOU BRING THE LIGHTNING

AH-3
THUNDERSTRIKE™

**Bring terror to the terrorists.** Cruise into town and rain on a guerrilla parade with your deadly whistler rockets. Send a message to drug lords, dictators, and guys named Saddam!

**This ain't "Treasure Island."** We're not talking eye patches and Jolly Rogers here! These pirates pack enough firepower to blast you into the stratosphere.

**Don't play too soon after eating.** With a dynamic 360-degree rotational universe, you'll feel like you're flying. And you'll view the destruction in grizzly detail.

**Hellacious weaponry.** Locking on to enemy targets is a blast when you're loaded to the blades with Vulcan cannons, air-to-sea missiles, and AFG autocannons.

Screaming out of the skies over Panama . . . Strafing pirate gunboats on the South China Sea . . . Punishing ruthless extremists in Eastern Europe.

As you take her into 10 battle missions around the world, your top-secret AH-3 ThunderStrike attack chopper won't be a secret much longer.

With full-function radar and tracking systems, and intuitive flight and weapons controls, you'd fly this chopper down the throat of the devil himself. If that's what it takes. And it will.

SEGA
SEGA CD
AH-3 THUNDERSTRIKE
SEGA
GA

JVC
JVC MUSICAL INDUSTRIES, INC.

SEGA CD

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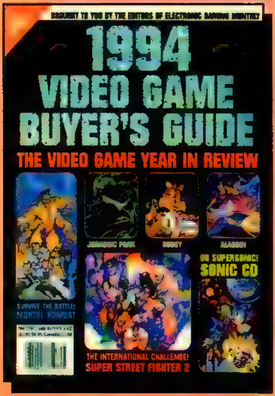
# INTERFACE

## LETTERS TO THE EDITOR

### 1994 BUYER'S GUIDE?

I remember about this time last year you brought out your 1993 Video Game Buyer's Guide. In it, I think you reviewed all the game systems, carts, gave out awards and ran lots of Fact-Files. Will you be doing it again this year? Also, now that I have a subscription, will I be getting it free?

**Paul Hays**
**Madison, WI**



**EGM's 1994 Video Game Buyer's Guide is out in the stores now!**

*(Ed. You bet we did another one! All our editors really get into this special issue as each gets to vote for his favorite cart! Yep, the awards are back and you are going to be very, very surprised as to what got game of the year! Here's a hint, even though you would expect Street Fighter 2 Turbo to get it (it did have the most EGM covers) neither that nor Mortal Kombat nor Aladdin won that award! In fact the game isn't for the Genesis nor the Super Nintendo!! Could it be a GameBoy or Game Gear cart? Got you thinking now.*

*All of the other popular Buyer's Guide columns are back and we even rate the new Jaguar, 3DO, LaserActive, Amiga CD$^{32}$ and CD-I. We think it is our best Buyer's Guide ever, so don't miss out on this one!*

*Unfortunately, even though everybody on staff was all for your idea of making it a free 13th issue of EGM, our scrooge-like financial department killed that idea.*
*It should be on the newsstands as you read this!)*

### LASERACTIVE TOO EXPENSIVE!

I was quite impressed with your Press Start article on Pioneer's new 'game system', the LaserActive so I started calling around to some of my local dealers to see when it would be coming to my area. While I can go in to any store and walk out with the system, I just don't have that kind of money. I was first interested because I always wanted to get into laser discs. The audio and video quality is way beyond anything that VHS tapes can do, but when the dealer said the unit with the Sega pack would cost about $1400 I laughed and walked out. Not only don't I care about the Sega compatibility, but the laser disc player that I would get is hardly one in the $1400 class as there isn't any freeze frame in the CLV mode and the machine won't play both sides of the disc. Why the high cost?

**James Vincent**
**New York, NY**

**The video footage in the LaserActive games are the best ever done in a game!**

*(Ed. You're right on the price James. We have seen the LaserActive going for about $800 and the optional, but needed, Sega or TTI module selling for approximately $500. That still makes for a $1300 system which is way beyond even the overpriced 3DO system. The I Will game is one of the best (and hardest) video mysteries ever made but we agree with you that the system has to come down in price before it becomes a household word. It is too bad that Pioneer couldn't have made the games work on only their player. Having to buy the Sega or TTI module really puts the system out of the reach of most families. What's really frustrating is the fact that the Sega (or TTI) module costs a whole lot more than if you went out and bought a Genesis ($89) and a Sega CD ($229). The number of games available for the LaserActive is also limited. We have only been able to find one for the TTI module and three for the Sega module. Fortunately more are in the stores in Japan, so if Pioneer brings these over, the LA will look more attractive this Christmas.)*

## WHAT IF!

**Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!**

### WHAT IF...

**...Beavis and Butt-Head came out on the Super NES? Fire! Fire!**
***Stephan Swan, Oceanside, NY***

**...There was a Barbie Wrestlemania game?**
***Alpha Bustillos, Clint, TX***

**...E. Honda went to the Jenny Craig Weight Loss Centers?**
***Cesar Jazmin III, El Paso, TX***

**...There was a video game starring Sushi-X?**
***Steven Schmid, Kilmer, NJ***

**...The Joy of Sex come out for the Sega CD and was compatible with the Activator?**
***James Tseng, Brighton, MI***

**...Vega had to scratch his butt?**
***Kevin Crendall, Marietta, GA***

**...Sonic the Hedgehog had athlete's foot?**
***Jimmy Henderson, Milpitas, CA***

**...What if there was a game called Mortal Wombat that starred little furry fighters.**
***Sarah Patten, Springfield, IL***

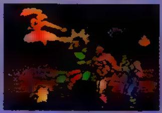
**...Dhalsim performed a Yoga Flame move on Bad Mr. Frosty?**
***Erik Vanders, Williamsburg, VA***

**...Blanka took a shower?**

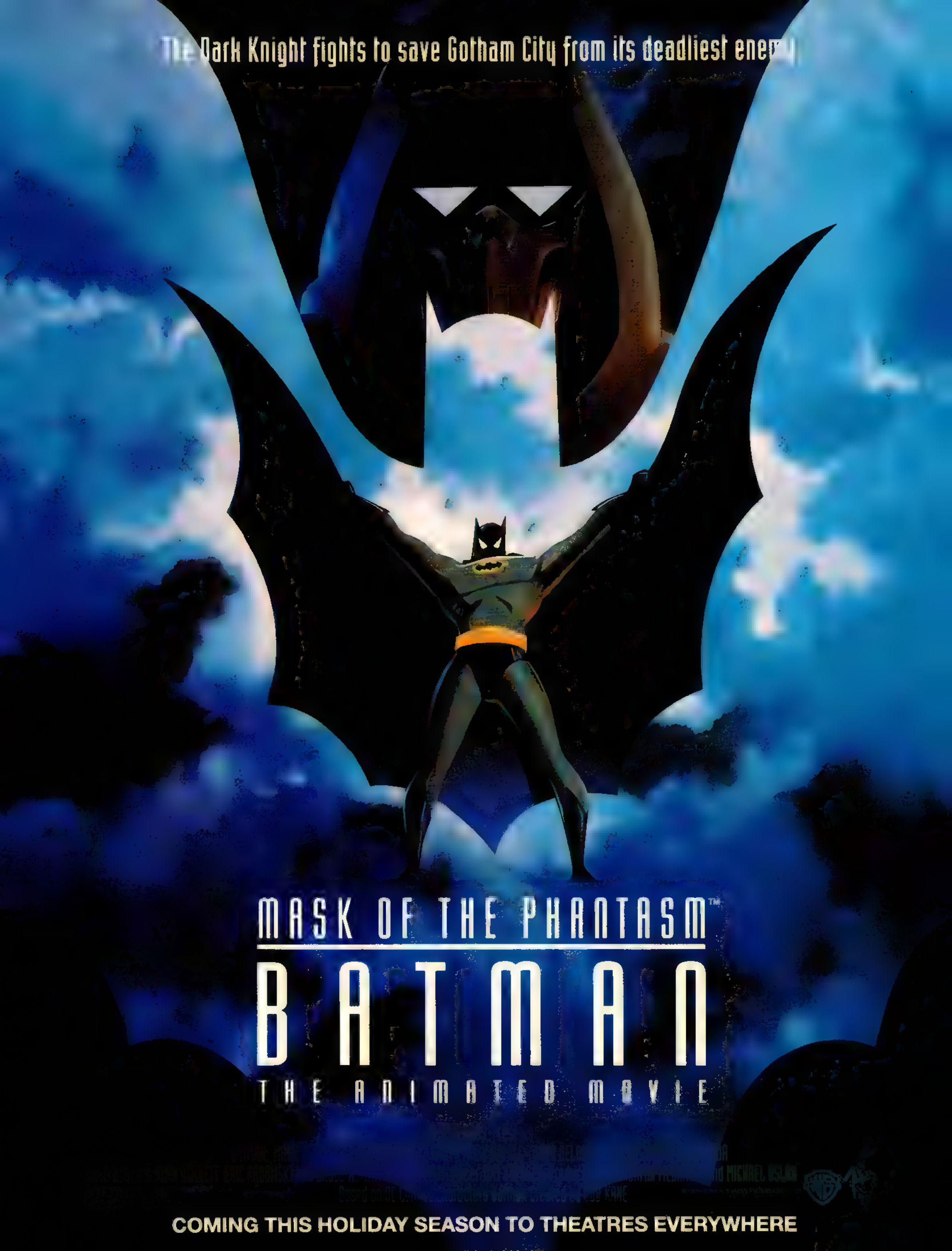
**...Capcom learned how to count to three?**

**...Cyber Boy never said anything stupid?**

**...There was a Maki and Rocky video game?**



**Send your 'What If's' to:**
**EGM What If's**
**1920 Highland Ave. Suite 222**
**Lombard, Il 60148**
**Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.**


The Dark Knight fights to save Gotham City from its deadliest enemy
MASK OF THE PHANTASM™
BATMAN
THE ANIMATED MOVIE
COMING THIS HOLIDAY SEASON TO THEATRES EVERYWHERE

# INTERFACE
## LETTERS TO THE EDITOR

### VIDEO GAME SOUNDTRACKS?

A few EGM issues back you talked about the soundtracks for arcade games. I, too, love to hear the background music from Fatal Fury II, which is also one of my favorite games. Since then, I have been trying in vain to acquire a catalog of video game soundtracks. No one ever answers my letters! Why? How did you get the Fatal Fury II soundtrack? Would you please send me the addresses of the company or companies from which you have gotten your soundtracks?

**Nathan James**
**Jackson, MO**

*(Ed. We here at EGM are very fortunate to have a great foreign correspondent over in Japan. He shops around for all of the new carts and other cool stuff for us in his local stores. We did pass on your request to Terry Aki and he gives you this reply:*

*Dear Nathan,*

*Yo dude, checked out your letter about the Fatal Fury 2 soundtrack. I live in Japan so it was no problem for me to trip down to my local CD shop to scoop it up. I think it was about ¥2500 which is a bit over $20. Unfortunately I don't know where you might look for something like that where you live. I'm sorry I can't really help you out with addresses of places in Japan because the stores normally don't do overseas mail orders—you know, the language problems. Also, the shipping charges would be rather high and the package would have to go through U.S. customs where they would add on an import duty charge. It would be quite expensive when it finally would get to your house. Perhaps there will be a Sound Test Mode in the game. -Terry Aki*

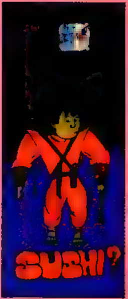
*[Ed. For a rare chance to get some of the best game music ever made, don't miss the Secret of Mana art contest on this page. You could win a CD of their tunes!]*

## EGM! SPECIAL ASSIGNMENT!

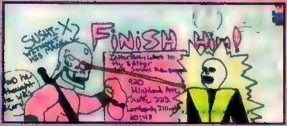
**Draw your favorite character from Squaresoft's game, The Secret of Mana.**

**For an added incentive, the best 40 drawings will receive a copy of the audio CD of the soundtracks in The Secret of Mana, courtesy of Squaresoft.**

**Here are the results of the Special Assignment from EGM 52. Ryan Bresnahan and Todd Scott accepted the challenge to draw Sushi-X the way he really looks. Although Sushi won't reveal a picture of himself, one of you is on the right track.**



**Ryan Bresnahan**
**Hinsdale, IL**


SUSHI-X?
FINISH HIM!
920

**Todd Scott**
**Jobstown, NJ**

### THE POG CRAZE!

I recently went out to my favorite game store and bought NHL '94 for the Genesis. The game is great and lots of fun to play, but when I opened the box, I found something really weird inside. It was a small cardboard coin with the EA Sports logo written on it. I haven't found any real use for it. What's this thing for anyway?

**Brian Sandusky**
**Oakland, CA**

**It seems that Electronic Arts has started introducing Pogs with NHL '94.**

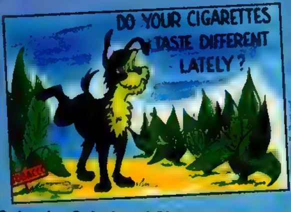
*(Ed. The coin that you found has many different names depending on where you live, but the most common name is Pog. It's a game that originated in Hawaii using tops from drinks. Comic companies and now it seems that game companies are starting to jump into this strange game craze.)*

## POSTCARD PARANOIA!

**The next time your parents drag you to some lame roadside attraction, be sure to pick up some of the tackiest postcards and send 'em in.**

**To take the sting out of springing real money for an ugly postcard, Sega has volunteered to give the winners one of their new 6 button controllers and a Game Gear Carry-All case! Keep your eyes open as ugly can now pay off!**

**This month's winners are some real dogs. If you think you've got what it takes to top these winners, then break a pen and send your postcards addressed to Interface: Letters to the Editor.**


DO YOUR CIGARETTES TASTE DIFFERENT LATELY?

**Schuyler Schultz of Charlottsville, VA wins Sega's Arcade Power Stick for his 'dog' of an entry.**

**Mike Wood from Toronto, Ontario, Canada nabs Sega Game Gear Carry-All for his lovely postcard.**

GAMETEK

# Nigel Mansell's World Championship RACING

*"One of the hottest, and most realistic racing games available for the super NES... eye popping graphics, incredible game play, responsive controls, loads of options, ... FIVE THUMBS UP!"*

**– GAMEPRO**

*"Nigel Mansell's World Championship Racing is a first-rate racing video game, with lots of detail, great graphics, and compelling play mechanics..."*

**– ELECTRONIC GAMES**

*"This is the best racing game on the market..."*

**– THE MIAMI HERALD**

*"Nigel Mansell includes just about every option you can think of in a racing game... Gametek is challenging for pole position of Super NES racing games..."*

**– NINTENDO POWER**

Canon
Canon
RENAULT
elf
5

# Drive it home.

AVAILABLE FOR SEGA GENESIS AND THE NINTENDO ENTERTAINMENT SYSTEMS

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SUPER
STREET FIGHTER II
MAXIM
STREET FIGHTER II SUPER
The New Challengers

# HERO MATCH-AND-WIN

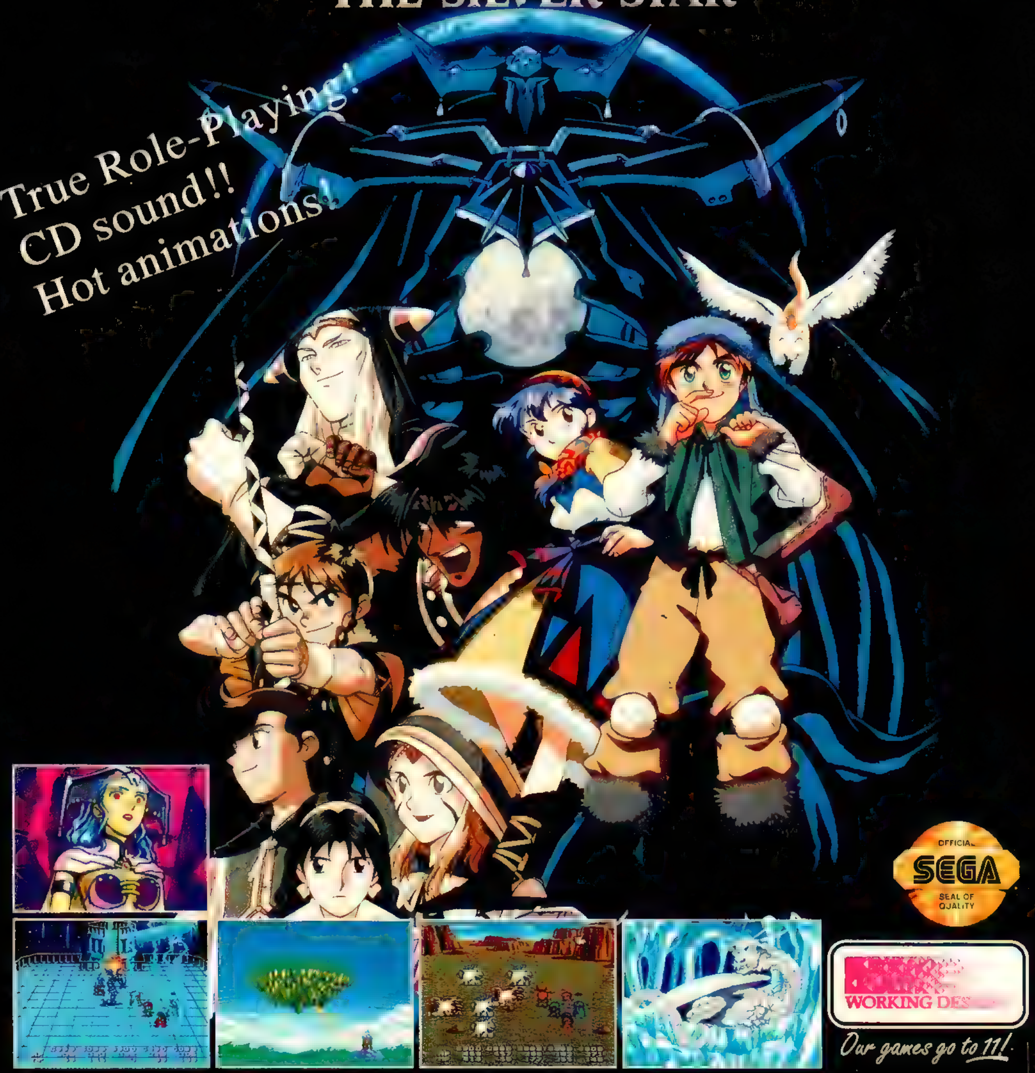
## WIN A FULL-SIZE ARCADE GAME

To see if you are a winner, locate the special HERO Match-and-Win Contest Card located in this issue and take it to your local comic store and ask to see the special HERO Match-and-Win poster. This could be your chance to win a Super Street Fighter II Arcade Machine, a copy of SFII Turbo for the SNES or one of dozens of other great prizes!

SEGA-CD™ owners asked. We listened. Now, it's here...

# LUNAR™

## THE SILVER STAR


True Role-Playing!
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Hot animations!
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WORKING DESIGNS
Our games go to 11!

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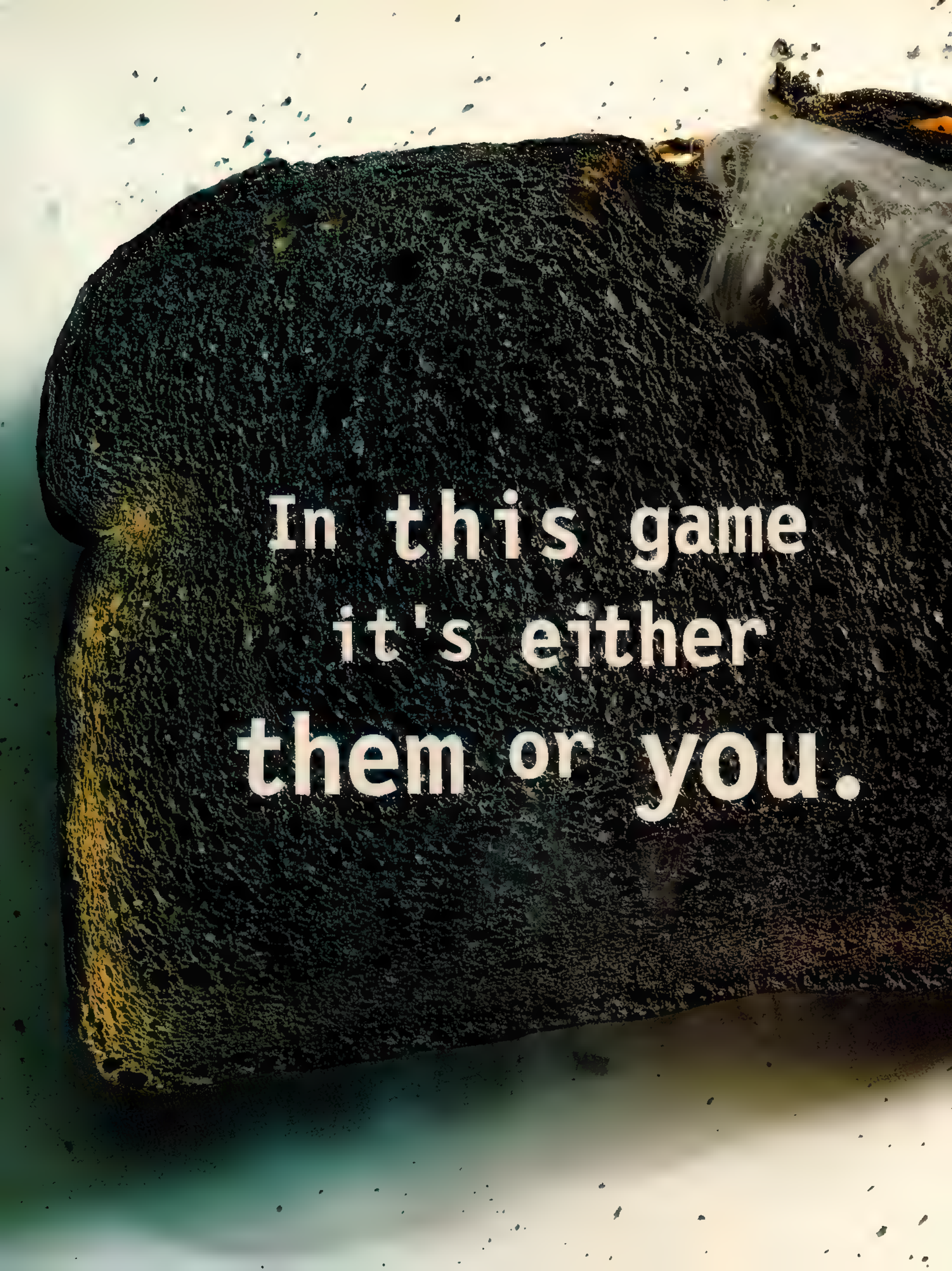
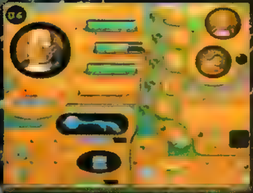

In this game
it's either
them or you.

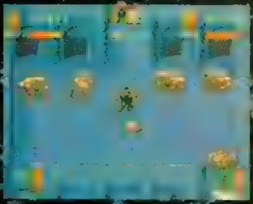
# SOLDIERS $$ OF FORTUNE $$

You're a mercenary mowing down every diamond-spitting toad and back-flipping lizard freak in your path.



The gold you earn pumps up your character's speed, skill and weapon power.

Around every corner lurks another sleazeball with a bad altitude.



You'll need a partner to watch your butt. Recruit a friend or let the computer back you up.

Set up crossfires and ambushes, because teamwork is the only way to survive.

Do you have what it takes to face the Chaos Engine without being reduced to a charred pile of gristle?

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Spectrum HoloByte

For Visa/MasterCard orders call anytime: 800-695-GAME.

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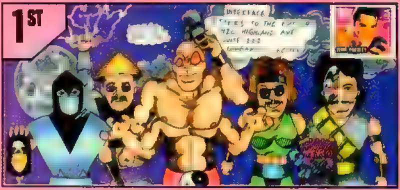
# EGM ENVELOPE ART!

## YEAR END SPECIAL!

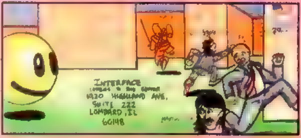
What do you get when you cross a Michealangelo with a Mario? You get EGM's envelope art! Send us your best scenes and if you get first placeyou could win a FREE Fire Stick donated by G & C Joystick Mfg. Only in the Biggest and Best Video Game Mag! Intensity 101!


1ST
INTERFACE
LETTERS TO THE EDITOR
1920 HIGHLAND AVE
SUITE 222
LOMBARD

Jay Delarosario
Tampa, FL

Here it is!

The year end special to the EGM Envelope Art. This expanded section features the usual top winners from this month, but there is also a second chance drawing where those who didn't win first prize can now score some prizes. What else would you expect from The Biggest and Best video game magazine?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LETTERS TO THE EDITOR
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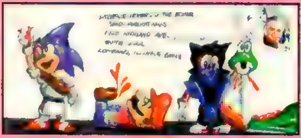
SUITE 222
LOMBARD, IL
60148

Matt Clarke
Myrtle Creek, OR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SUITE 222
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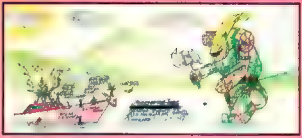
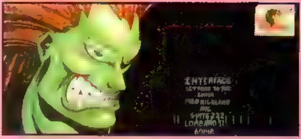
Jon Allegrezza
East Longmeadow, MA



J.J. Maddox
El Paso, TX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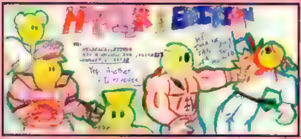
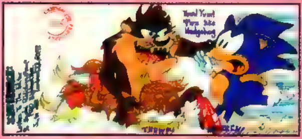
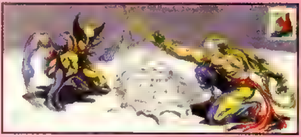
Jack Szyda
Winnipeg, Manitoba, CAN


Yep, Another
... release

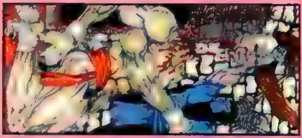
Gibson Yen
Silver Spring, MD


Taz
Sonic the Hedgehog

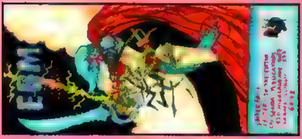
Steve O' Blenis
East Providence, R.I.



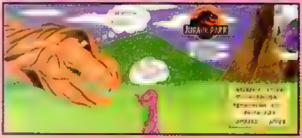
Paul G. Herbert
Quincy, MA



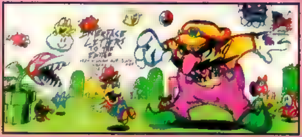
Varu Jan
Los Angeles, CA



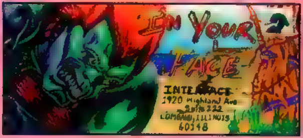
Bryson Hughes
Santa Cruz, CA


JURASSIC PARK

Elden Urada
Wai'anae, HI


INTERFACE
LETTERS TO THE EDITOR

Mike Hackett
Carterville, IL


IN YOUR FACE
INTERFACE
1920 Highland Ave
Suite 222
LOMBARD, ILLINOIS
60148

Stephan Cloer
Casselberry, FL

## WIN A BIG STICK!

### FIRST PRIZE - FIRE STICK

The first place prize is a Fire Stick from G & C Joystick Manufacturing. For product info write P.O. Box 848, Paramount, CA 90723 or call (800-JOYSTICK).

### QUARTERMANN'S

# Q-LETTER

## GOSSIP FOR EGM SUBSCRIBERS ONLY!

Coming at you from Earth, Saturn, and all points in between, the Q-Mann is here once again to dish up a special selection of gaming gossip for your eyes only! No where else will you find info this hot - that's Quartermann guarantee! I've pulled out all stops for this special edition, Q-fans, so without further delay let's jump into the best that video gaming has to offer...

...The Q has a bag full of new Saturn rumors straight from the land of the Rising Sun. For all the uninitiated, the Saturn is Sega's upcoming stab at the super system market, with 32-Bit firepower, a CD mech up top, and Sega's long-term software commitment. The big boys at the big 'S' want to take out 3DO and this is their dream machine! The latest rumblings on the street have the Saturn decked out with a high-speed disc drive that moves at four times pace of your average machine. This mean machine is also said to be equipped with seven (you heard right, that's SEVEN) processors. The brains of the console will handle everything from graphics to sounds independently. Also, sources close to yours truly have disclosed that Sega will be packing their fifth generation 32-Bit arcade hardware into the Saturn with the ultimate goal of giving gamers the chance to play their favorite quarter-munchers at home. Finally, the group leader responsible for Sega's upcoming polygon fighting game called Virtua Fighter, let slip that this new arcade bash-em-up will likely be the pack-in game when the Saturn debuts in the States next year...

...Looks like Sega finally got wise and plans to follow Nintendo's lead with a port of the Neo-Geo classic Art of Fighting onto the Genesis...With the demise of the Lynx and Gameboy on a decline, it looks like the Game Gear may soon be the portable king of the hill. Sega is unleashing a number of new titles that expand upon the 16-Bit originals (like X-Men, which will feature additional characters on the GG). Also hold on tight for a special GG translation of the upcoming Sega epic, Eternal Champions...

...Just what is the mega-buck Sega Multimedia Studio really doing? Sure there are some CD-ROM titles finally hitting the shelves, but they're all coming from sources other than the big 'S'. The Q-Mann hears that things are getting tense inside the house of Sonic and that the white shirts of Sega are banking on the Jurassic Park CD to save their skins...Acclaim is committing to 3DO in a major league way, with several titles in the pipe. The Q Rumor Mill sez that the first release will be NBA Jam, hitting the court the first quarter of 1994...SNK is looking to be the big boy on the fighting game block and they're putting their money where their cart slot is! The newest fighting game for the Neo-Geo is rumored to be a 200 Meg monster cart called The Survivor and feature characters from both World Heroes and Fatal Fury. Although the bash-em-up scene is getting crowded, the Q-Minator can't wait...

...With the Sega CD approaching the magic million mark, more companies are starting to give the CD-ROM platform a closer look. Data East has thrown their support behind the disc machine, with an enhanced version of their popular Side Pocket pool simulation. Look for mouse compatibility on this pup...The last holdouts waiting to bring out hit games for Nintendo and Sega simultaneously will dwindle by one shortly. Hudson Soft has gotten the nod from Sega of America behind closed doors and may start producing their super softs just in time for the holidays. Other big guns like Interplay and the leading Brit firm, the Sales Curve, will also sign on to Sega before the end of the year. In fact, the Q-Mann got an advance screening of an absolutely incredible version of the The Lawnmower Man on Sega CD that will blow you minds!...

...Now that Sunsoft has captured virtually every Loony Tunes character you can think of, the Q-Mann has it from the inside that a whole slew of comical games are on the way. In addition to their current crop of hits, Siller and Co. plan to produce carts based on Sylvester and Tweety, Porky Pig, and Speedy Gonzales! Also keep your eyes peeled for a Scooby Doo game for next year...Hold onto your wallets! If you thought the 3DO put a dent in your bank account, wait until you see what Pioneer has in store for the die hard gamer. The base LaserActive system will list at over $900 and the Sega CD and Duo CD add-on modules will lift the package another $600 bucks! With games that are retailing for 120 clams, the LaserActive is threatening to take the claim of "Most Expensive Game System" away form SNK without a second look...

...That's it for this inside trek around the gaming industry!

**- QUARTERMANN**

The Q-Mann Top Ten will be back again next month, kiddies, so that EGM can bring you this important announcement...

**IT'S NOT A TEST!**

**THIS IS AN EMERGENCY!**

**and EGM IS THE PLACE TO BE!**

## THIS IS YOUR CHANCE TO WIN YOUR VERY OWN MORTAL KOMBAT 2 ARCADE MACHINE!

...'Tis true, Quarter-Fanns, the one and only guru of gaming info has twisted the Boss' arm to give you the ultimate contest for the readers of the ultimate game mag! This is your chance to connect with EGM and get the goods in return - your very own Mortal Kombat 2 machine delivered right to your door! What a deal!...

...Simple fill out your name, address, phone number, age, and favorite Mortal character to Sendai H.Q. for automatic entry into this killer contest! The rules are the same as all the other Sendai contests, and the decision of the judges (that's me) is final...

...So show your stuff and get the card in today, bucko, because the Q-Mann's only gonna wait until January 1st for the cards to get here - after that and you're dropping quarters at the arcade! Act today and remember, void where prohibited by law, taxes are the responsibility of the winner, the decision of the judges is final (you already said that stupid), and the random drawing will be made from all entries received before January 1, 1994. Got it? Good!...

# THE Q-MANN DIGS INTO THE GUTS OF MIDWAY'S MK2...

**Midway denied that it existed, but the Q-Mann fought his way behind enemy lines to get a sneak peek at a sequel even more incredible than Super Street Fighter, a perfect game that has now met its match**

...When yours truly took a bite out of Super Street Fighter last month, I couldn't think of a way that fighting games could be pushed any further - until I fell into the AMOA and into the ultimate feast for fighting fans - the long-awaited Mortal Kombat 2! Mortal K. 2 is packed with new characters, new storylines, new moves, and more hidden goodies than you can shake a stick at! If you're looking for a truly complete game (fighting or otherwise), then this is the coin-op your quarters have been waiting for!...

...Mortal Kombat 2 not only features new faces with new moves, but also most of the original MK crowd, back to their old antics as you fight your way to the top of the pack! In addition to the required selection of unique attacks designed to keep fans of the original all woody, the gurus of gaming at Midway have selected a number of new characters - decked out with new techniques - to keep the fight as fresh as ever. The game also enhances overall play by wrapping the mayhem together with an ever-changing storyline (including the mystery surrounding the disappearance of my girl Sonya) and power moves that actually change as your character progresses through the game! In MK2 your abilities are ever-changing, becoming more powerful as you learn new skills and hone your talents...

...The biggest draw for Mortal K. 2, however, is the incredible number of hidden characters, enhancements, moves and other secrets that are guaranteed to keep player salivating for months to come (we're talking literally a dozen additional baddies - many of whom make Goro look like the Kool-Aid Man). All in all, this game burns...

## Q-MANN RATING: A MORE PERFECT 10!

...Sorry for the change in contests, o'blessed Q-Fanns, but when yours truly went one-on-one with Mortal K. 2 I knew that the real champ of the fighting genre had been found. Send in your entry and see if you can't cash in on the good stuff...

# SIZZLE IN THE SAND!

TEAM SELECT
1SETTER SYS. 2SETTER SYS.

BRA 09 05 ITA
BOMBERMAN
Island

TEAM SELECT

LIG 01 00 ROB

**Dig & Spike VOLLEYBALL**

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- Take your team all the way to the finals in your quest for the Gold Medal!

1 OR 2 PLAYER MATCHES

SUPER NINTENDO
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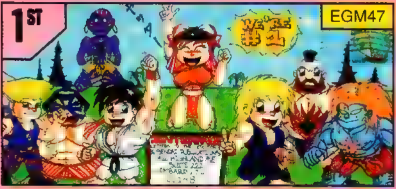
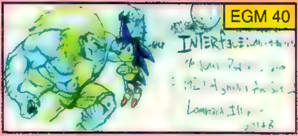
# EGM ENVELOPE ART!

## SECOND CHANCE DRAWING!

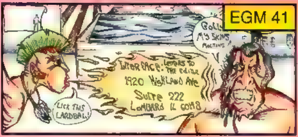
A new feature to the pages of EGM will be a Second Chance drawing every December. This contest is an added bonus for all those great artists that didn't make the first prize drawing over the past months. Now you get the opportunity to score some holiday loot! The editors chose one letter from each month to be eligible for this drawing. Below are the choices along with one Grand Prize winner who will receive an assortment of controllers and accessories. If you didn't make the cut this year, keep sending that artwork so you could be eligible for next year's contest.


1ST
EGM47
WE'RE #1

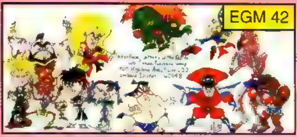
**Sean O' Kelley**
Pt. Hueneme, CA


EGM 40
INTERFACE

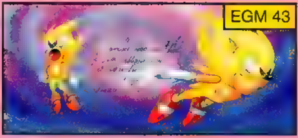
**Michael Perkins**
Davis, CA


EGM 41
Goll My Skins
INTERFACE: LETTERS TO THE EDITOR
1920 HIGHLAND AVE
SUITE 222
LOMBARD IL 60148
LICK THIS LARDBALL

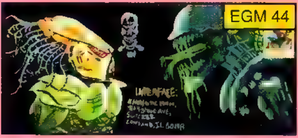
**Nick Ciancibelli**
Kalama, WA



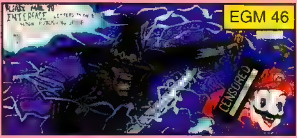
**Michael Cappiello**
Stamford, CT



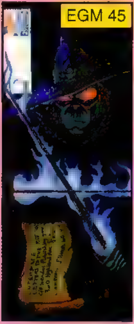
**Jeff Waynick**
Citrus Heights, CA


EGM 44
INTERFACE:

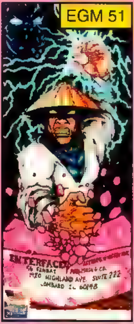
**Michael Edilson**
Los Angeles, CA


EGM 46
INTERFACE
CENSORED

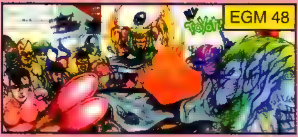
**Matt Oreto**
Worcester, MA



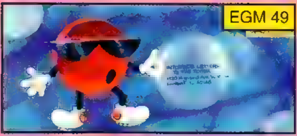
**Derek Snock**
Pomona, NJ


EGM 51
INTERFACE

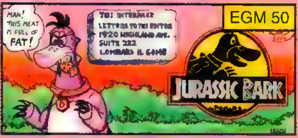
**Tim Wann**
Baltimore, MD



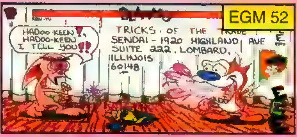
**Paul Harmon**
Sacramento, CA



**Welland Lau**
San Fransisco, CA


EGM 50
MAN! THIS MEAT IS FULL OF FAT!
TO: INTERFACE LETTERS TO THE EDITOR
1920 HIGHLAND AVE.
SUITE 222
LOMBARD IL 60148
JURASSIC BARK

**Tracy Lesch**
Lake Geneva, WI


EGM 52
HADOO-KEEN! HADOO-KEEN! I TELL YOU!!
TRICKS OF THE TRADE
SENDAI - 1920 HIGHLAND AVE
SUITE 222, LOMBARD, ILLINOIS 60148

**Bryan Antonisse**
Calgary, Alberta, CAN

## WIN AN ASSORTMENT OF ACCESSORIES!

### FIRST PRIZE - VARIOUS CONTROLLERS AND PERIPHERALS!

The EGM editors have opened their holiday gift bag and are offering one lucky person the chance to win a wide assortment of controller and accessories for the holdlay season. Now you can play all those cool games you got for the holidays with our gift to you. Don't worry if you didn't win this year, our drawing will take place again next year so keep sending that artwork!

# TWO-HEADED MONSTER.

PITCH HIM INSIDE

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The hardest-hitting football action. The most authentic, full-featured baseball play. Only Sports Illustrated® gives you two great video game sports in a single 16-MEG cartridge.

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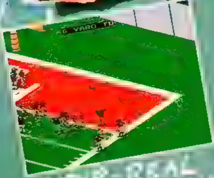
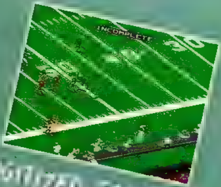
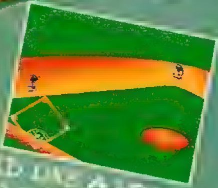


SUPER-REAL SPORTS GRAPHICS



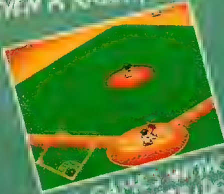
DIGITIZED SOUNDS

90 PLAYS TO CHOOSE FROM



FIELD LIKE A PRO WITH EASY CONTROL

LIFELIKE BASEBALL ACTION- EVEN A RADAR GUN!



SWITCH GAMES WITHOUT CHANGING CARTRIDGES

**Sports Illustrated**

**CHAMPIONSHIP**
**FOOTBALL & BASEBALL**

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

MALIBU GAMES

Sports Illustrated
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CHAMPIONSHIP
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SUPER NINTENDO

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Checkered Flag™
1-2 players
Lemmings™
1-2 players
OFF
Jimmy Connors' Tennis™
1-2 players
Dracula™
Warbirds™
1-4 players
AIR
ALT
ATARI
LYNX KICKS

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5.0
GAMEPRO® RATING
RESTART
FLIP
OPTION 2

Lynx has a 3.5" screen.

BUT

Game Gear has a 3.2" screen.

Lynx has over 4000 colors.

BUT

Game Boy has two.

Lynx has a 16 bit graphics engine.

BUT

Game Gear has an 8.

Lynx has molded rubber hand grips.

BUT

Game Boy has plastic.

Lynx allows up to eight players.

BUT

Game Boy allows up to four.

Lynx has right or left hand play.

BUT

Game Boy and Game Gear do not.

LYNX

THEIR BUTS.

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# REVIEW CREW

## 41 GAMES REVIEWED!!!

Secret of Mana, Super Trolland, The 7th Saga, Sunset Riders, Arcus Odyssey, Daffy Duck: The Marvin Missions, Wicked 18, Super Empire Strikes Back, Aero the Acro-Bat, Lufia, Tecmo Super Bowl SNES, Cosmic Spacehead, Blades of Vengeance, Genghis Khan 2, Super Chase H.Q., Wolfchild, Puggsy, TMNT: Tournament Fighters, Rolling Thunder 3, Dr. Robotnik's Mean Bean Machine, Treasureland Adventure, Super NBA Basketball, Ren & Stimpy: Stimpy's Invention, Sonic Spinball, Tecmo Super Bowl GEN, Time Kilers, Mazin' Saga, Lunar, Crash 'N Burn, Pugsley's Scavenger Hunt, Lethal Enforcers, Beyond Shadowgate, Mad Dog McCree, Tiny Toon Adventures 2, Fantastic Dizzy, Desert Strike, Desert Speed Trap, Cool Spot, Tetris 2, Mega Man 4, Battletoads

## MEET THE REVIEW CREW!

### ED SEMRAD

Our Head Ed recently visited the AMOA show and flipped for Midway's Mortal Kombat II. At least it was enough to keep his mind off of dancing broccoli.

**Current Favorite Games:**
**MK2; I Will (LaserActive); X-Men GG**

### DANYON CARPENTER

Ol Dano's got the blues now that jet ski season is over. Oh well, he's got plenty of games to keep him busy during the long winter months.

**Current Favorite Games:**
**Sonic CD; Flashback SNES; Ren & Stimpy**

### AL MANUEL

Al is the latest addition to the Review Crew. He's a determined game player who is very selective of the games he enjoys. Anime role-playing games are his favorite.

**Current Favorite Games:**
**Mana; Super SF2; Gunstar Heroes**

### SUSHI-X

Sushi went away on a retreat to hone his ninja skills and came back better than ever. With all the fight games out, he's sure to have his hands and feet full.

**Current Favorite Games:**
**Mortal Kombat II; Super Street Fighter**

### MIKE WEIGAND

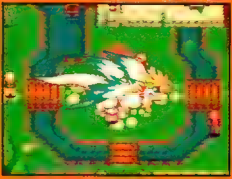
Major Mike recently took a trip to fine-tune his fly-grabbing skills, but with the onset of winter there may be no food to be found! He can't wait for ActRaiser 2, though!

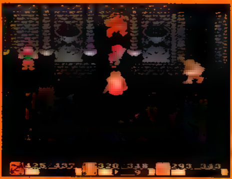
**Current Favorite Games:**
**Samurai Shodown; Putt-Putt Joins the Parade**

## GAME OF THE MONTH

| Super NES | SquareSoft |
|---|---|
| **Secret of Mana** | |
| RPG | Release: Now |
| Levels: N/A | 16 Meg |

ELECTRONIC GAMING MONTHLY
EDITORS' CHOICE
GOLD





### ED SEMRAD

8

Mana's a good RPG from beginning to end. Though the story was just OK, I really loved the dragon scenes, especially when the fortress is flying. The added ability to have two friends along is one of the best ideas. I wish more companies would do the same. When alone, the computer allies seem a bit [illegible] tend to get killed easily. Overall, one of the most impressive RPGs I've seen in quite some time.

### DANYON CARPENTER

9

There has never been enough RPGs for the Super NES, but Mana fills that void nicely. Containing some of the best music I've ever heard from a cartridge and a story that will keep you glued to your seat, Secret of Mana really delivers a powerful punch. The best part of all is that you can have two friends along for the journey with a Multitap! Warning—this game is highly addictive.

### AL MANUEL

9

SOM is one of the best adventure/RPGs to come out since Zelda: ALTTP. The game play is similar to Zelda, and the graphics are as good as they come. The music is well done at matching the mood of the story. Aside from these, the standout feature is the ability to play three players simultaneously. This is a big plus. Squaresoft may take forever to come out with their games, but they're usually worth the wait!

### SUSHI-X

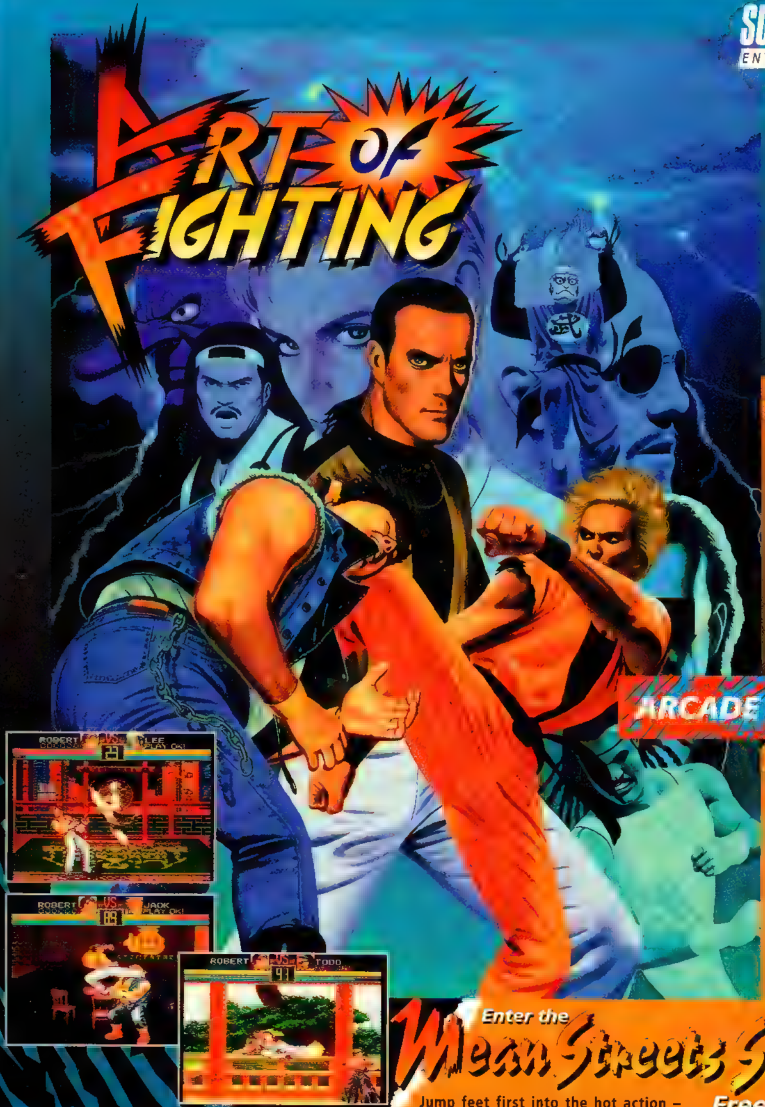
9

RPGs were never my favorite type of game. But after some serious mediation on all the cool RPG titles, I've gotten into them. Secret of Mana is an excellent example of what a good RPG can be. The quest and story are intricate and take plenty of discovery. Graphically, the game is cute with good colors and detail. The sounds are great as well and add to the game. The real clincher is the Multiplayer Option.

# ART OF FIGHTING

**SUPER NINTENDO**
ENTERTAINMENT SYSTEM

LICENSED BY Nintendo



Based on the super-hot NEO-GEO coin-op, Ryo and his friend Robert need all their strength and skills in South Town to rescue Ryo's kidnapped sister. They must battle and defeat the toughest villains ever assembled. All these fighters are big, powerful, strong - each with special skills you'll love to use.

## ARCADE SMASH HIT!

- Huge graphics plus blazing-fast animation
- Cinematic zoom-ins and zoom-outs
- Big cast of characters - 2 heroes and 8 others
- Dozens of secret moves to discover and master
- Extended stereo sound effects
- For 1 or 2 players

## Enter the Mean Streets Sweepstakes!

Jump feet first into the hot action – enter the Mean Streets Sweepstakes. You could win one of the following prizes:

- Grand Prize - Neo Geo Home System* with Art of Fighting Game Cartridge
- 25 - 1st Prizes, Art of Fighting Super NES Game Paks
- 250 - 2nd Prizes, Art of Fighting T-Shirts
- 1000 - 3rd Prizes, Art of Fighting Pins

*SPECIAL FREE GIFT!*

Every entrant receives a FREE MEMBERSHIP in the new Takara Game Masters Club, while supplies last. Each membership includes an Art of Fighting Kit with a cool poster, a Mean Streets strategy guide and lots more. Just send in an entry form and get hit with a kit! Entry forms must be received no later than December 31, 1993.

*Free Gift for Entering!*

*While supplies last.*

### ENTRY FORM

Send to: Ambassador Marketing Group
P.O. Box 252, Paramus, NJ 07653-0252

Name ______________________ Age ________

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# REVIEW CREW

## MAJOR MIKE'S GAME ROUNDUP

### Super Trolland
### Amerisoft / Super NES

Woa! Wait a minute. This is an interesting concept (turning black and white lands into color), but the incredibly fast speed at which you travel leads to many unintentional errors—like running into enemies!

| 7 | 7 | 4 | 6 | 6 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

### The 7th Saga
### Enix / Super NES

The best thing about this RPG is you can play it repeatedly and never get the same game twice! The non-linear game play and excellent Mode 7 sequences make this the RPG to get. Soul Blazer fans should take a look.

| 8 | 8 | 7 | 8 | 7 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

### Sunset Riders
### Konami / Super NES

This version is almost identical to the arcade version, so longtime fans should definitely check this one out! Being a one-hit wonder does get a bit frustrating, but the Two-Player Simultaneous Mode is a blast. A Konami winner!

| 8 | 8 | 7 | 8 | 8 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

### Arcus Odyssey
### Renovation / Super NES

Previously a Genesis game, this has an interesting perspective and enough characters to keep things interesting. It is basically like Gauntlet with its arcade-style action, so fans of that game may want to check this one out.

| 7 | 7 | 7 | 7 | 7 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

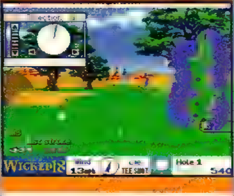
### Daffy Duck: The Marvin Missions
### Sunsoft / Super NES

First Death Valley Rally and Taz-Mania, now Looney Toon Daffy Duck! The animations (just stand Daffy still) and voices are excellent, yet the control needs a bit of work—the jumps being particularly troublesome.

| 8 | 7 | 6 | 7 | 7 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

---

| Super NES | Bullet-Proof |
|---|---|
| **Wicked 18** | |
| Sports | Release: Now |
| Levels: N/A | 12 Meg |



**8**

I will start off by saying that I'm not really fond of these types of games. Yet, Wicked 18 kept me entertained. The graphics are very well done in my opinion, plus there was a lot of strategy involved. Once you get to learn the controls, it's a lot of fun, but it takes time to get into the game. Wicked 18 is good for golf fans, but most people will probably pass it up. I like Wicked 18. This should be tried at least once.

**8**

Although there aren't too many golf simulations out there, I find Wicked 18 to be the best of the bunch for many reasons. There are many Play Options to keep you busy. The huge variety in the course layout is cool with its large lakes and floating pillars in the course. What other golf sim has the green on top of a huge mountain? Not many. Multiple players can even join in for a competitive match.

**4**

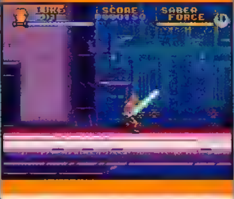
Somebody's got to wake me up on this one. This is a major snore! It takes too long to get going on a game just so I could adjust the view angle, pick my club, set my feet, adjust swing power and choose what part of the ball to hit. This is way too slow and tedious for me. The polygon graphics make it tough to judge the levels of the landscape. The game's difficulty was as hard as it was for me to keep my interest.

**7**

Golf isn't exactly my favorite sport, but this cart does have some game play to offer fans of this sport. The graphics aren't as great as some of the famous computer versions, but the options and strategy are all present to make it fun for golf enthusiasts. The game may not win you over to golf, but if you're into this type of sport, this is a good cart to give you some at-home practice on this expensive sport.

---

| Super NES | JVC |
|---|---|
| **Super Empire Strikes Back** | |
| Action | Release: Now |
| Levels: N/A | 12 Meg |



**8**

Super Empire Strikes Back has all the elements to make a good game: a great plot, familiar characters and tunes. However, the game play leaves much to be desired. There are a lot of 'instant' hits. Fortunately, there is a password feature that lets you continue where you left off. The graphics are phenomenal especially when flying to Bespin. This is great for fans of the movie. Yet, poor control hurts it.

**7**

While I really enjoyed the movie, I just couldn't find myself enjoying this game very much. The control needs more work and seems sloppy (even when not standing on ice) and the game is just plain HARD! You never really get a chance to defend yourself because everything is attacking you all at once. On the plus side, the music is very good and follows the theme of the movie correctly. Now, about that difficulty...

**6**

I think my problem was my hopes were too high. Yes, the game follows the film's story with excellent cinematic displays and the music is well orchestrated, but the game play totally blows! Moving Luke and the other SW characters turned out to be a struggle. What's worse is you are totally bombarded with enemies that seem to take an infinite number of hits before they finally die. It's a disappointing cart.

**7**

From the looks alone, this cart is great! The game play is a bit too rough for my liking and can detract from the game play. It takes a while to get used to the control which is frustrating. However, the graphics and sounds are good and the levels are well done adaptations of the movie. If you liked the first one, you should give this a try, but only if you think you can handle the slightly tough playability

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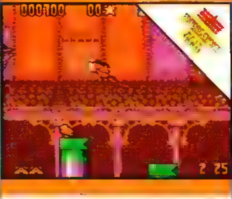
| Super NES | Sunsoft |
|---|---|
| **Aero the Acro•Bat** | |
| Action | Release: Now |
| Levels: 5+ | 8 Meg |



**9**

Aero is one of the most creative games I've seen. The circus-type levels are colorful and the game is fun to play, which is how things should be. There's something new on every level and the controls are good. There are a lot of icons to find and places to explore. The game gets very tough early on and it takes practice and memorization to advance. If you're looking for a good action cart, you'll like Aero.

**8**

Aero joins the ranks of the mascot titles and comes through as a winner. This game isn't a mindless ripoff of other games, it actually has technique. Each level has you accomplishing different tasks for even more variety. The music is also worth mentioning. It's a compilation of popular circus tunes that really add to the humor and fun of the game. Aero the Acro•Bat is definitely above the normal action games.

**8**

It's very difficult to come into the market with a great platform game, but Sunsoft's Aero is a rare gem. This has some of the most impressive graphics I've seen. The near-perfect calliope music really sets the tone of the game and gets you into it as well. There are tons of out-of-the-way areas to get to and find. The game play is very good and responsive with his double-jump-spin attack I dig this game!

**8**

Aero has got a lot to offer. There is plenty of technique and the controls meet the task at hand. Cute cartoons and circus graphics add a fresh touch. The levels are big with lots of items and extra areas to explore. The backgrounds have nice scrolling and the sounds are also right up there. An addicting game on the oder of Sonic The new cuddly character of the '90s is Aero the Acro•Bat.

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# REVIEW CREW

## MAJOR MIKE'S GAME ROUNDUP

### Lufia
### Taito / Super NES

**EDITORS' CHOICE GOLD**

This is a slow-paced RPG with an overhead perspective, an interesting story and plenty of weapons. The enemies are plentiful and fearsome, but the music is a bit on the goofy side which doesn't really fit the theme.

| 8 | 8 | 8 | 8 | 7 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

### Tecmo Super Bowl
### Tecmo / Super NES

For a video football game, Tecmo Super Bowl gives the competition a good run for its money. It has plenty of teams and options to choose from, with realistic cinemas to give players a break from the action. Good sound effects.

| 8 | 7 | 6 | 7 | 6 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

### Cosmic Spacehead
### Codemasters / Genesis

This plays like the Putt-Putt games for the 3DO. You use a pointer on a screen to move your character. This is slower paced and will probably be enjoyed more by younger players. The control is sluggish, as well.

| 6 | 7 | 6 | 7 | 6 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

### Blades of Vengeance
### Electronic Arts / Genesis

Take away the cheap hits and Blades of Vengeance could have really been something. But as it is, fans of Golden Axe and the like will probably be right at home with this one. The two-player simultaneous is a big plus.

| 8 | 7 | 6 | 8 | 6 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

### Genghis Khan 2
### Koei / Genesis

Genghis Khan 2 is one of the most comprehensive military strategy games (like the earlier game P.T.O.) out there! You control everything, from generals to troop deployment. Fans of military strategy will love this.

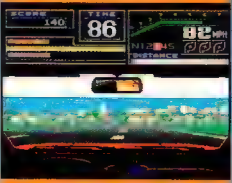
| 8 | 6 | 5 | 7 | 8 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

---

| Super NES | Taito |
|---|---|

## Super Chase H.Q.

| Driving | Release: December |
|---|---|
| Levels: 7+ | 8 Meg |



**8**

I like this cart because it goes beyond your average racing game. The action gets really intense, but it's not frustrating. The scaling and graphics are really top-notch. Perhaps because of the perspective, it doesn't seem like Chase H.Q. It also needs more of a time limit. The Bosses always manage to speed up and run down the time. Its effects wear off after a while, but it's still good.

**8**

Hey, this is kinda fun! I remember playing the original Chase H.Q. in the arcades and really had a ball with it. This game is cool because you not only get to drive a cop car outrageously fast, but you also get to bash the heck out of the criminals' cars. A boring driving game this is not. I could see how the game would get old after a couple times playing it, but it's still a blast to go back to and play. It's definitely fun and original.

**7**

I never thought a driving game (outside of racing games) could be made with much originality and game play. The graphics aren't Virtua Racing, but who cares? Being able to crash into the cars you're chasing till they're disabled is a total riot, since I can't do it legally on the road. The sounds and the digitized voices probably could have been a little better, but the intensity makes up for it. Mark this up for one to buy.

**7**

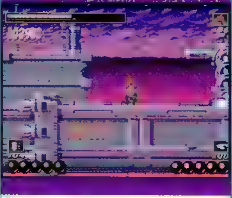
This is a pretty cool driving game with a lot more action than your standard racing game. The graphics are decent and the scenery is done well. The thing that sets this apart from other racing games is the intense confrontation with the Bosses and the high pressure due to the limited time to defeat them. The game gets harder as you go along and the action gets equally intense as the time dwindles.

---

| Genesis | JVC |
|---|---|

## Wolfchild

| Action | Release: Now |
|---|---|
| Levels: N/A | 8 Meg |



**6**

This game is your average action cart with pretty good graphics. It plays well, but it needs more. The whole game is very long, and the difficulty is a tad harder than what you'd expect. Wolfchild needs more power-ups and more of an incentive to keep going. I found myself getting bored of the repetitious game play. Wolfchild will only please hard-core action fans. Other players should stay away from this cart.

**5**

What do you get when you have a CD-ROM game and take away the CD-ROM? You get a game that's identical to its predecessor without the CD tunes. Wolfchild isn't necessarily a bad game, but the game's linear 'walk 'n punch' theme has been seen many times over and the game gets repetitive quite quickly. The ability to mutate into the wolf is neat, but it doesn't help an average game get a higher score.

**4**

It was very hard for me to keep playing this one. Playing this became more of a chore as I got into it. From the start, the graphics weren't very exciting with its dull, drab colors. The sound effects were nonexistent at times when you hit the bad guys. The game play isn't even average. The only redeeming quality of the game is the smooth animation of your character. I think I may be a little generous with my rating.

**6**

There are some nice sequences in this game, but overall there isn't anything special to keep you playing. It's similar to the CD version, but it needs a few more power-ups to keep the action going. The transformation to the wolf could have been done more drastically with more power-ups. The game plays average but the levels aren't complex and there isn't enough challenging technique to give it any replay value.

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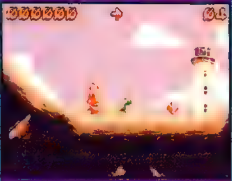
| Genesis | Psygnosis |
|---|---|

## Puggsy

| Action | Release: Now |
|---|---|
| Levels: 51 | 8 Meg |



**7**

Puggsy looks like it was originally a computer game for some reason. It's a sort of action/puzzle cart in a class. It animates and controls very well. Puggsy should entice experienced players as well as the youngsters. Though I have no idea what he is, I like Puggsy. The music is very tropical which is cool. Should you be looking for a suitable game for kids, Puggsy will fit the bill. This game is strange yet fun.

**7**

Just what is Puggsy? It could be the greatest mystery of our time. Anyway, this game is cute. It has extremely colorful graphics (on the Genesis no less) with music that seems like it's right from the Amiga computers. Basically, you must wander through all the levels and collect pieces of Puggsy's spaceship. Original? Maybe. Fun? Yes! Puggsy's animations and features make this a good game for kids and adults.

**7**

I'm not much of a puzzle game fan, but this is actually pretty good. While the game's graphics and sound are nothing special, it still stands on its own as a decent mind-bender. There are a lot of levels with neat little tasks you can get Puggsy to do. The problem is it could get monotonous which ends up making you not wanting to play the rest of the other levels. A good game to play on a boring, snowy day.

**7**

A cute little character, but he's kind of sluggish. This looks like an Amiga game, which isn't bad, but it doesn't have great control or playability to go along with its good looks. There is a lot of strategy and its cute nature may appeal to kids, but it gets a bit redundant after a while. Overall, it's a puzzle game and it takes a bit of patience to make it through some levels. Still, its cute graphics will keep you coming back.

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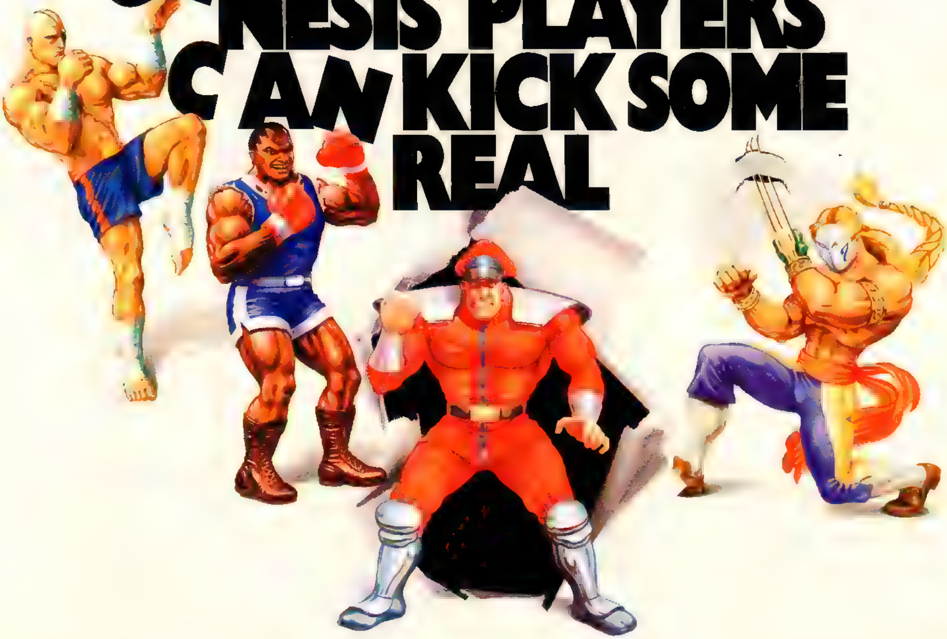

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# MAJOR MIKE'S GAME ROUNDUP

## TMNT: Tournament Fighters
**Konami / Genesis**

Oh no! What happened to this one? The Super NES version was excellent, but this one isn't even close. There aren't many moves and the fighters are unappealing. The game also has a darker look and feel.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 6 | 6 | 6 | 5 | 4 |

## Rolling Thunder 3
**Namco / Genesis**

This is a great looking game with an interesting theme, but the game fails in the control and game play department. There isn't much technique involved, but the multitude of weapons you can pick add some interest.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 8 | 7 | 5 | 7 | 5 |

## Dr. Robotnik's Mean Bean Machine
**Sega / Genesis**

Like Pac Attack, once you start playing, good luck trying to put the controller down! The one-player game is a blast and the Versus Mode for two will keep you at it all night! The cinemas and graphics are also well done.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 8 | 8 | 7 | 8 | 7 |

## Treasureland Adventure
**Sega / Genesis**

Yes, it's Ronald McDonald in his own video game, but guess what? It's pretty good, too. The levels are big with plenty of items to find, and the various appearances by Ronald's crusty, yet benign, friends are a nice touch.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 8 | 8 | 7 | 7 | 7 |

## Super NBA Basketball
**Tecmo / Genesis**

Super NBA has excellent control, and there are plenty of options to choose from! The real difference with this game is probably if you are a sports fan. It probably won't convert anyone to this genre, but fans will love it!

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 8 | 7 | 6 | 7 | 6 |

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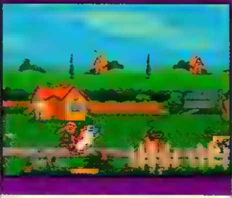
| Genesis | Sega |
|---|---|
| **Ren & Stimpy** | |
| Action | Release: Now |
| Levels: 6 | 8 Meg |



Ren & Stimpy is terrific for the Genesis. It's faithful to the show, and the animations are enough to make anyone laugh (especially the Giraffes at the zoo and the Beaver Power). Its only real downside is the Two-Player Mode, which is more aggravating than fun. Using another player as a tool can be fun, but its control lags. Ren & Stimpy can be a lot of fun, but word of advice—you should play alone.

**7**

Ren & Stimpy is an absolute riot! Sega conjured up another winner by giving us all their hilarious antics and sounds completely intact. The levels are pretty long and give you plenty of things to do in them. This game is also two-player simultaneous, but it's hard to cooperate with another player to get things done. Even if you're not a fan of the show, Ren & Stimpy is a solid action game that shouldn't be overlooked.

**8**

This is the best version of the cat and dog duo. Fans will be literally rolling when they see the crazy antics of these guys in action. All the funny characters are here, like Powdered Toastman. The graphics capture their hilarious facial expressions while the sound will have you cracking up. The best part is that it's two-player simultaneous and you can switch them off, even in One-Player Mode.

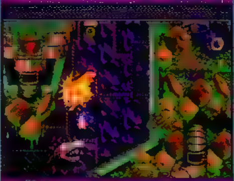
**7**

Being a fan of the show, I thought this game was a blast. A lot of cameos from other Ren & Stimpy characters make it fun to play throughout. The graphics and animation are top-notch and come right out of the cartoon. Sounds aren't the best, but still support the hilarious antics. Its only drawback is that the two-player game is twice as hard as a one-player. Anyone can enjoy it, but fans of the show will love it.

**8**

---

| Genesis | Sega |
|---|---|
| **Sonic Spinball** | |
| Action | Release: Now |
| Levels: N/A | 8 Meg |



Sonic returns! Yeah! I like his new adventure. The thought of being in a pinball machine is a real novel idea. The graphics, music and sound are all top-notch. As it stands by itself, it's a good game, but it pales when compared to the other Sonic games. If you are a real pinball wizard, you'll probably love this game, but Sonic fans might be disappointed. Hooray for Sonic, let's see another!

**8**

Well, it looks as if Sonic is taking up a new career as a pinball. Sonic Spinball is definitely a new setting for the hedgehog and there are points for originality, but the overall execution of the game seems like an afterthought. The scrolling of the pinball boards is choppy and it's hard to control what you want to do. As a plus, the boards are huge with lots of nooks and crannies with items to seek out. It's worth a look.

**7**

Video pinball games aren't the most exciting; but in this case, I can make an exception. This plays as well as any other game in its category. New Sonic animations have been included which were not found in his other adventure games. On the down side, the graphics don't appear sharp and the sound was unimpressive. At times, it's hard to get into other areas of the pinball and you'd end up going in circles.

**6**

This is a really fresh idea for Sonic. There is a lot of pinball action and great animations of Sonic rolling, spinning and teetering. Each level is huge with multiple play areas that are all interconnected. There are plenty of passageways, but it could have used a few more power-up options like extra speed ball. The game gives you plenty of chances, but it is still quite hard to complete each level.

**7**

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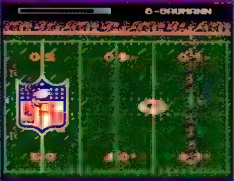
| Genesis | Tecmo |
|---|---|
| **Tecmo Super Bowl** | |
| Sports | Release: Now |
| Levels: N/A | N/A Meg |



I loved Tecmo Bowl for NES, and this cart retains all that I enjoyed in the first one and has enhanced the idea. I wish with the upgrade to a 16-Bit machine, the players could have been a bit larger. The plays are easy to get off and the control is top-notch. You get the sense of being there with your team. Armchair athletes must play this one. One of the better football carts to come to the system in a while.

**8**

Tecmo is developing quite a reputation for their sports games and this one is pretty good—even though I personally dislike many sports games. There are lots of cool plays and you can develop a nice strategy against your opponent. Playing against another person equals maximum fun. If you're looking for another sports game to add to your library, you can't go wrong with Tecmo Super Bowl.

**7**

I like sports games a lot, even though I basically stink at them. But, this one just didn't do it for me. The various Tecmo cinemas that pop up during a play are a nice touch and the digitized voices are very cool, but the graphics are just slightly better than 8-Bit and there aren't enough plays to make it very strategic. Another flaw is it sometimes takes the entire defense to bring down a ball carrier. It's not for me.

**6**

Tecmo always delivers good sports products and this game is no exception. The plays come off rather well and the control is good for a sports game. Visually, the players need to be a bit larger and more graphic detail could have helped out. Still, this upgrade for the 8-Bit version plays well and is sure to give football fans something to keep them busy during the upcoming football season.

**7**

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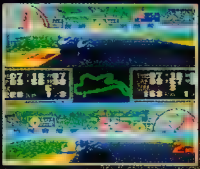

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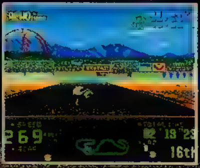

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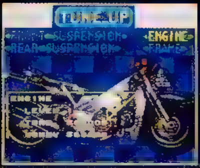
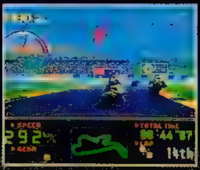

TUNE UP
SUSPENSION
ENGINE
REAR SUSPENSION
FRAME
ENGINE

USE WINNINGS TO BUILD THE ULTIMATE SUPER BIKE!


SPEED
292
GEAR
TOTAL TIME
14th

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ATLUS
ATLUS
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# REVIEW CREW

## MAJOR MIKE'S GAME ROUNDUP

### Time Killers
### THQ / Genesis

Uh... no. The only remotely redeeming factor of this "fighting" game is the "super death moves" where you dismember an opponent with one fell swoop. Otherwise, the game play, sound and technique aren't here.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 5 | 5 | 4 | 4 | 3 |

### Mazin' Saga
### Vic Tokai / Genesis

The Bosses in this game have to be seen to be believed—they are fantastic! As a side-scrolling hack-and-slash, Mazin Saga is a winner with very solid game play and killer music! One problem—the game is a little short.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 8 | 7 | 7 | 7 | 7 |

### Lunar
### Working Designs / Sega CD

Just love that title song! RPG fans will definitely want to check out this adventure game that has some absolutely beautiful music (courtesy of the CD) absent in some RPGs. The fighting sequences are a bit dull, though.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 9 | 8 | 7 | 7 | 7 |

### Crash 'N Burn
### Crystal Dynamics / 3DO

A system this high priced better be astounding, but Crash 'N Burn for the 3DO is not enough to 'sell' the system. The actor digitization is very well done, but the access time is too long! A complex and exciting game once you get into

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 8 | 7 | 7 | 7 | 6 |

### Pugsley's Scavenger Hunt
### Ocean / GameBoy

Making the rounds to most platforms, here comes the GameBoy version of Pugsley's Scavenger Hunt in the ongoing Addams Family saga! The control is a bit stiff, but overall the game is entertaining.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 7 | 6 | 6 | 6 | 6 |

---

Sega CD | Konami

## Lethal Enforcers

| Shooter | Release: Now |
|---|---|
| Levels: 6 | CD-ROM |

This is a close recreation of the arcade hit. The colors may seem washed out a bit, but you won't notice it after a while. When you have no time to reload, the game gets a bit choppy at times and there's a whole spread of missiles fired at you. With two players, it's a bit easier. The voice is good and even funny at times. Playing with a controller isn't much fun; but when you're using the gun, it's a little better.

**7**

Having played the arcade version of Lethal Enforcers, I expected the home version to be just like it and that's exactly what it is— a mediocre game that is only fun to play after a hard day's work because you get to shoot people. The different guns, like the Magnum and the machine gun, are great ways to mow down the criminals. The light gun that comes with the game is very accurate. It's just a fun game.

**7**

Not a bad arcade translation for the Sega CD. Most everything seems to be intact with the digitized scenes and voices. Although the main point of the game is to shoot villains, I got caught into shooting the innocent victims after a while. That turned out to be more fun. The levels are very long and there wasn't enough variety in them and I wished it would just end. It's only for light gun fans.

**5**

It's just like the arcade game, which isn't really saying much but you have to give it credit for coming out with its own gun. If you don't like these gallery-type shoot-outs, this won't be much fun. But for those who love to handle a gun, you'll feel right at home. The graphics are digitized pretty well but it's the precise shooting action that will appeal to most people. It's a new kind of cart for future gunslingers

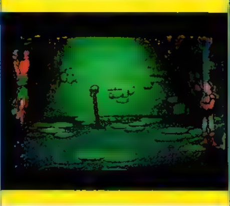
**7**

---

Duo | TTI

## Beyond Shadowgate

| RPG | Release: Now |
|---|---|
| Levels: N/A | CD-ROM |



Beyond Shadowgate does an excellent job of creating an eerie mood. The puzzle elements are intelligently thought out and the graphics are excellent. On the downside, the game plays rather slow and it tends to lose speed the farther you go. Still, if you still have a Duo and you're looking for RPG plus action combined, this is a good game to choose. It's definitely better than the first Shadowgate.

**7**

And now for something completely different. Beyond Shadowgate is a terrific blend of action and role-playing that is unlike anything before it. Not only can you interact with nearly every item you see, but you can also use these items to get out of some tricky traps. It's unfortunate that good games like Beyond Shadowgate don't come out very often. I know I'll be playing this one for a long time.

**8**

This is one of the best Duo games to come out in a long time. While the graphics won't grab you by the seat of your pants, they are drawn with an eerie theme. Everything else about the game is done very well. Like the graphics, the music sent some chills down my spine. This isn't just an RPG, but a puzzle as well, which makes it very fun to find your way out of situations. This is a great RPG with an odd twist.

**8**

There is plenty to do in this adventure-type CD for the Duo. Your character can look, use items, talk to people, interact with his environment. This is basically a strategy-type of game where you have to think your way out of a jam, but there is some fighting to break up the brain teasers. Graphics are good and the story is cool. The only drawback is all the walking around at a slow pace that you have to do.

**7**

---

3DO | American Laser

## Mad Dog McCree

| Action | Release: Now |
|---|---|
| Levels: 3 | CD-ROM |

I didn't really care for Mad Dog McCreee. The video was choppy, but even worse was the game play. I don't care how bad the graphics are if it plays well, but this didn't handle well at all. The machine was very cheap and the cursor moved too jerky. This isn't what I expected from the 3DO. It can do so much more. I have a feeling this game was rushed. I don't recommend it, unless you like the arcade game.

**5**

Yeesh, what happened here? The 3DO boasts superior video skills, but all I see are blocky graphics that really spoil what the arcade has to offer. Thank goodness there is going to be a gun available soon, because using the pad really hurts. Granted, Mad Dog McCree is just first generation software on an all-new system; but if you're looking for a perfect arcade translation, look elsewhere.

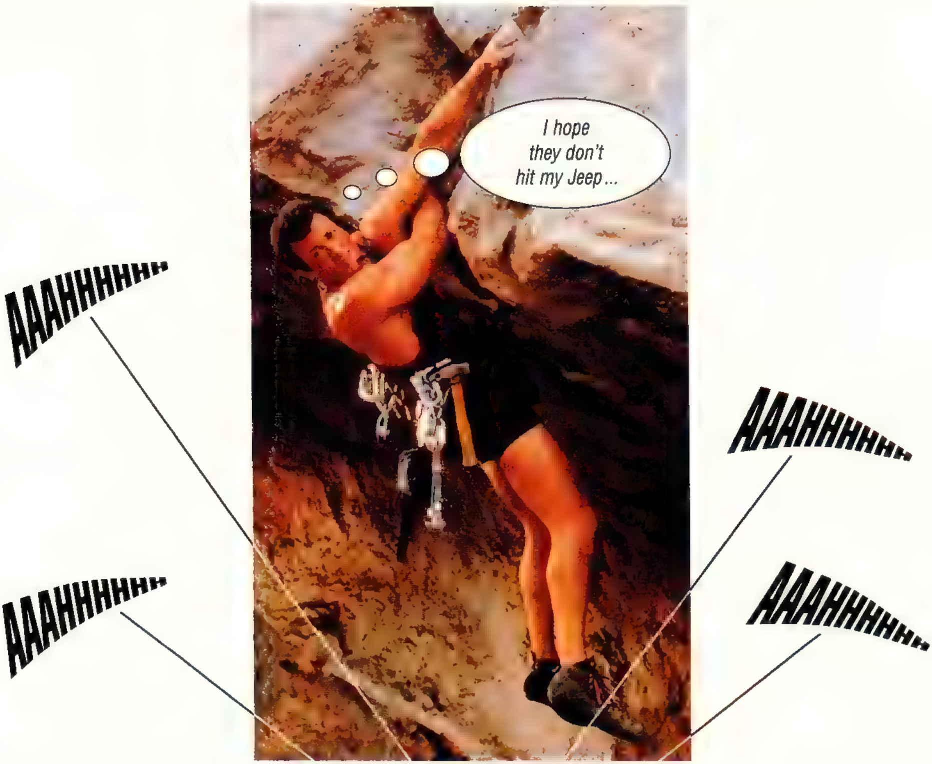
**6**

This is the closest thing to a laserdisc arcade translation. Mad Dog McCree captures all the video animation and voices of the arcade. The graphics, although very good, still get a little blocky. But, that is just a minor setback. The biggest beef I have with the game is that unless you have the upcoming light gun, it's next to impossible to play with the controller pad. Other than that, this belongs in a 3DO collection.

**6**

Yuk! The control just doesn't work for this type of game. Maybe a mouse or gun would help out, but at this point it's almost unplayable. The cursor is very hard to move fast and accurately. The game looks like the arcade, but it sure doesn't play like it. The digitization gets a bit choppy at times and the access time could be improved. For the kind of hardware the system boasts, I'm just not impressed with the game.

**5**


AAAHHHHHH
I hope they don't hit my Jeep...
AAAHHHHHH
AAAHHHHHH..
AAAHHHHHH..

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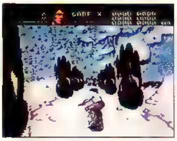

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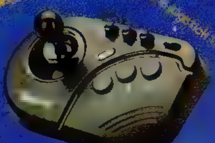
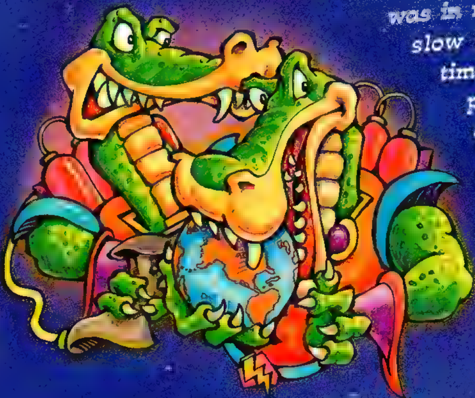
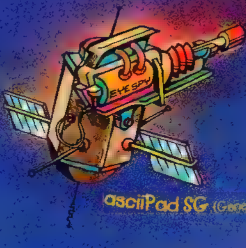
**It all began when** I pushed the start button on my new asciiPad SG-6. There was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of vicious alligators solar-surfed past me, heading towards Earth. If you've never seen an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians. "We're sick of our swamp planet," they snarled. "We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my buddy Travis, from Omaha*. Besides, sooner or later, I knew they'd add Los Angeles to the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.



Fighter Stick (Genesis) [illegible]

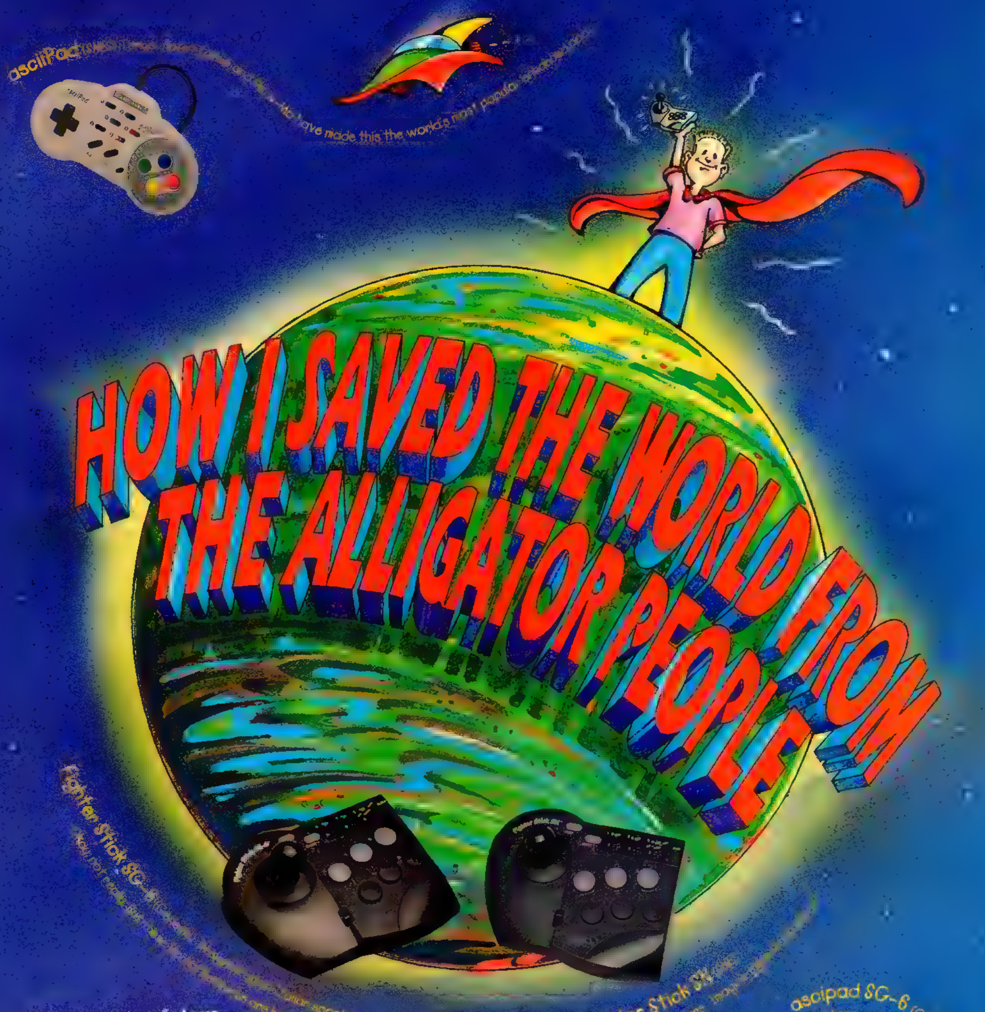


Super Advantage (SNES) As close as you [illegible] get to an arcade joystick [illegible] but they don't have features like Turbo-Fire, Auto Turbo and Slow Mo.



asciiPad SG (Genesis) Turbo-Fire, Auto-Turbo, [illegible]

*TELL US HOW YOU SAVED TH[illegible] [illegible] 94404. TELEPHONE (415)570-7005. ASCIIWARE AND AL[illegible]


asciiPad
...ve made this the world's most popular...
Fighter Stick SG-6
...are born...
...sports...
Fighter Stick SN
ascipad SG-6

# HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE

Soon, I had 'em all rpunded up, and boy, were they faced. I showed them the secret weapon. "This is a Fighter Stick!" I shouted. "Everyone on Earth has one," I said, fibbing a little, "so give up your attack, or else!" Before you could say, "later, gator" they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we'll never truly be safe.

ASCIIWARE

[illegible]

# REVIEW CREW

## MAJOR MIKE'S GAME ROUNDUP

### Tiny Toon Adventures 2
### Konami / GameBoy

For a portable game system, Tiny Toons packs quite a punch with excellent graphics, good control and most of the Tiny Toon cast! As Buster, you must pass several levels of enemies, with your running and jumping skills.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 7 | 7 | 8 | 8 | 8 |

### Fantastic Dizzy
### Codemasters / Genesis

Huge levels are the highlight of this actioneer starring an egg-like hero, with plenty of items to find on your quest. Graphically, things are okay, but the involving game play is the real star here—things get somewhat addictive!

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 6 | 6 | 7 | 7 | 7 |

### Desert Strike
### Domark / Genesis

Try as they might, these gunship military games really need a big screen and a large platform. Unfortunately, Desert Strike just doesn't cut it on the small screen, despite pretty good graphics. The effect just isn't there.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 7 | 8 | 6 | 7 | 6 |

### Desert Speedtrap
### Sega / Game Gear

This is another of those games for a portable system that almost looks like 16-Bit! The plot is essentially the same as Death Valley Rally for Super NES in that you must speed through huge levels while avoiding traps.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 8 | 7 | 7 | 8 | 7 |

### Cool Spot
### Virgin / Game Gear

Spot, the cool dot, moves to the Game Gear with excellent graphics and very good control. The story is the same as the other versions (rescue Spot's cool buddies before the time runs out), as are Spot's attacks and jumps.

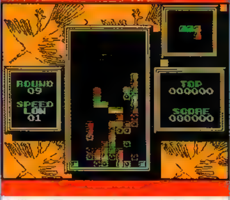
| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 8 | 8 | 8 | 8 | 7 |

**EDITORS' CHOICE GOLD**

| NES | Nintendo |
|---|---|

## Tetris 2

| | |
|---|---|
| Puzzle | Release: Now |
| Levels: N/A | 2 Meg |



**6**

I liked Tetris a lot, and this cart tries hard to improve upon the theme. But, it doesn't have the addictive fun the first one had. The new Two-Player Mode is nice, but something seems missing. The colors don't seem all that good. What Tetris 2 does have going for it is that it is a nice change of pace. I would recommend this game for puzzle players. Good, but not much better than the first Tetris.

**7**

Nintendo drags up the now tired genre of puzzle games once again, and shows everyone how to make a fun game even more fun by making it look horrible in the process. The colors and graphics are extremely dull and boring, making you not want to watch the screen for very long. However, the game does have more features like Two-Player Competitions and bombs which add to the overall fun.

**6**

For a sequel, Tetris 2 is pretty good, but the first one still rules. The new game play, Two-Player Simultaneous and the bombs thrown into the playfield are a nice touch, but something seemed to be missing. Unlike the first, I didn't find myself wanting to keep playing. The graphics and sound were okay, but obviously could have been better on the Super NES. Tetris freaks should welcome this game.

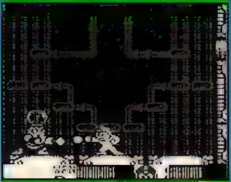
**6**

The original puzzle game makes an appearance as a sequel on NES...oh boy! Tetris has been done over many different ways and this version doesn't really add to it. There are extra block combinations, but the actual blocks themselves don't look that great. Overall, Tetris is a fun and addicting puzzle game, yet for a second release, it should have a better look or a lot more play to go beyond the original.

| GameBoy | Capcom |
|---|---|

## Mega Man IV

| | |
|---|---|
| Action | Release: Now |
| Levels: 12 | 4 Meg |



**8**

This is one of the better GameBoy games out there. It pushes the GameBoy to its limits and then some. The action is just like on the NES, plus the music is very well done. My only real problem is that the screen blurs too much. It makes certain enemies and shots hard to see. Overall, it's a great way to play Mega Man. If you have a GameBoy, Mega Man IV should interest you. It's an above average game.

**8**

Mega Man... again. Oh well, Capcom has a way of creating the Mega Man series over and over again while still being fun to play. New Bosses and weapons spice up the game while the levels are still challenging with their confusing twists and turns. The blurring is still a reoccurring problem when Mega Man is on the move but it doesn't detract from the absolute fun Mega Man always delivers.

**7**

Incredible! Not the game—the fact that I like a GameBoy game. Anyway, I could say the same thing about this game as well, because it's pretty darn good. This has everything a great MM game is: fantastic graphics (even for a GB game), good music that gets you into the game, and inventive Bosses. The levels are incredibly long which adds a bit to the difficulty. A great title from the boys at Capcom.

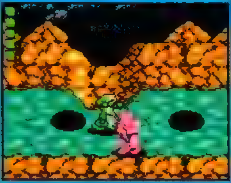
**8**

GameBoy and I have a bad history, but Mega Man on any format is a great game. The technique and weapons make it a timeless classic. Sure it screams for a higher platform, but even in green it has the timing and technique that make it fun. Overall sounds and graphics are decent put the playability is great. All the features of passwords and acquiring the Boss's weapons make it a fun game to take along on trips.

| Game Gear | Tradewest |
|---|---|

## Battletoads

| | |
|---|---|
| Action | Release: Now |
| Levels: N/A | 4 Meg |



**8**

Battletoads is great. The colors and graphics are nearly identical to the Genesis version. The music isn't the best, but it's bearable. If you complain that games are too easy, this cart will make you eat your words. The difficulty gets a little too hard sometimes, but it just extends the life of the cart. The game play is well done and there is a lot of technique involved. A very good action title for the Game Gear

**7**

Hey, I think I remember this game from a couple of years ago. Will the trend of bringing older games to the portable systems ever end? Anyway, for those who thoroughly enjoyed the old Battletoads games, you know what to expect here. This is a solid game that offers plenty of action with lots of enemies and a difficulty level sure to challenge any avid player. Now, about that age thing...

**6**

Games for the Game Gear keep getting better. Tradewest follows the trend with Battletoads. The game is very close in almost every way to the Genesis version. The sound is the only downside, but who cares? You can finally take the 'Toads on the road plus the game plays great. You better bring a lot of batteries, because this is also one of the toughest GG games. A solid game on any format game review.

**8**

This is a great reproduction of the Genesis version. It has all the cool 'Toad moves. The levels follow the Genesis closely and the graphics are quite good for the Game Gear. Sounds aren't the best, but the game is fun to play and isn't impossible to finish. The game play takes a little while to get into, but once you do you'll be bashing away. Any portable player should consider adding this to their library.

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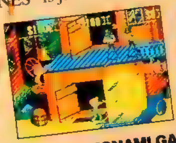

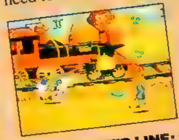

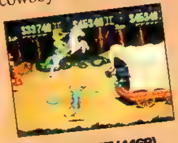

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- amazing new moves!

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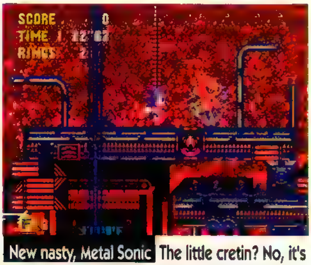
**Over 60 levels** Seven zones, three levels each, each level in past, present and future time warps (that's 63, but who's counting?). Heck, we invented Sonic, but it's even hard for us to keep up with him.

SCORE 4700
TIME 0'30"10
RINGS 8

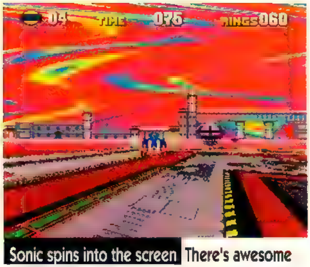
**New moves, razor sharp graphics** See Sonic in a vertical spin. See Sonic rev his red high tops. See Sonic grab a pole and fling his way forward. There sure is plenty to see here.



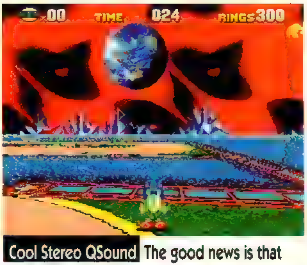
**New nasty, Metal Sonic** The little cretin? No, it's not Sonic on a bad hair day, it's the evil Metal Sonic. See Sonic race Metal Sonic to rescue Princess Sally.

So what happens when a Hedgehog goes CD? You get totally new adventures. Totally sharper graphics. Totally new moves. Totally Sonic CD Sound Track with QSound.™ Totally incredible levels — 63 of them. Plus a totally special Special Stage. So is this all the reason you need to get into the Sega CD game system? Totally, yes.

# GOES CD


04
TIME 075
RINGS 060

**Sonic spins into the screen** There's awesome scaling and rotation in the bonus zones, so you can play from Sonic's point of view. You don't get dizzy easily, do you?


00
TIME 024
RINGS 300

**Cool Stereo QSound** The good news is that Sonic CD has the coolest Sonic sound track ever, composed and produced by Spencer Nilsen. In QSound™ surround stereo.

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SEGA CD

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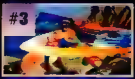
# EGM'S HOT TOP TENS

## TOP TEN FIGHTING WOMEN

Who says women in video games only sit around waiting for the hero to rescue them? Not the tough ladies listed here! Women are becoming more prevalent in video games—and not only in hand-to-hand fighting games! Usually the women characters are the fastest and most agile and even the best overall character in some games!

**MAKI**
FINAL FIGHT 2 (SNES)

**WENDY**
BRAWL BROTHERS (SNES)

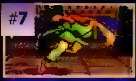


**NAKORURU**
SAMURAI SHODOWN (NEO)

**ASKA**
TMNT: TF (SNES)

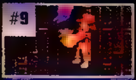
**FEMALE SABER**
RUN SABER (SNES)

**KUNOICHI**
NINJA WARRIORS (SF)



**KOTONO**
TUFF E NUFF (SNES)

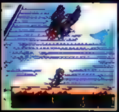
**CAMMY**
SUPER STREET FIGHTER



**JULIE**
ZAMN (GEN)

**MAI SHIRANUI**
FATAL FURY 2 (NEO)

## EDITORS' TOP TEN



Mega Man X is the "No Contest" game of the month for the editors! Capcom has another winner here!

| | | | |
|---|---|---|---|
| **#1** | **CAPCOM / MEGA MAN X** | | |
| SNES | 2 Months | - | |
| **#2** | **ENIX / ACTRAISER 2** | | |
| SNES | 3 Months | - | |
| **#3** | **SNK / SAMURAI SHODOWN** | | |
| NEO | 4 Months | ▽ | |
| **#4** | **SUNSOFT / AERO THE ACRO*BAT** | | |
| SNES | 1 Month | - | |
| **#5** | **TRADEWEST / BATTLETOADS & DOUBLE DRAGON** | | |
| SNES | 1 Month | - | |
| **#6** | **KONAMI / TMNT TOURNAMENT FIGHTERS** | | |
| SNES | 4 Months | - | |
| **#7** | **KONAMI / DRACULA X** | | |
| DUO | 2 Months | △ | |
| **#8** | **TAITO / NINJA WARRIORS** | | |
| SF | 2 Months | ▽ | |
| **#9** | **SEGA / GUNSTAR HEROES** | | |
| GEN | 2 Months | ▽ | |
| **#10** | **KONAMI / ZOMBIES ATE MY NEIGHBORS** | | |
| GEN | 2 Months | ▽ | |

## READER'S TOP TEN

Once again, Dr. Mario for GameBoy is number one... just kidding! Seriously, Mortal Kombat is holding the top slot, but this time it is the bloodless Super NES version that was our readers' favorite! Can it hang on?

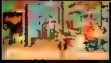
### #1 MORTAL KOMBAT / SNES

The MK gang is still at the top with the bloodless one!

### #2 STREET FIGHTER II / SNES

The old favorite is moving back to the top of the charts!

### #3 STREET FIGHTER II CE TURBO / SNES



More Megs and speed for this fighting cart!

### #4 MORTAL KOMBAT / GENESIS

The bloody version of the arcade version falls to #4!

### #5 SUPER EMPIRE STRIKES BACK / SNES

Luke, Han and Chewie return to the home scene!

### #6 STREET FIGHTER II CE / GENESIS

The fighting gang breaks out—to the Genesis system!

### #7 JURASSIC PARK / GENESIS

Dinosaurs, oh no! Make your way across the island!

### #8 TMNT TOURNAMENT FIGHTERS / SNES

The Turtles enter the fighting video game scene!

### #8 X-MEN / GENESIS

The comic book heroes on the video game scene!

### #8 SONIC SPINBALL / GENESIS

Bumpers, flippers and a blue hedgehog as the ball!

# PUT THIS GUY

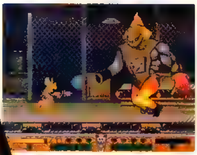
**YOU** control the most devastating creatures in history! Backed by a high-power arsenal of weapons provided by the U.S. government, you and four Dinos with bad attitudes accept the ultimate assignment: **SAVE THE WORLD**

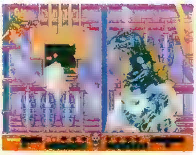
# UNDER YOUR

from a menacing mob of bio-genetic freaks. **HOW?** By blasting hordes of ninjas and prehistoric beasts into extinction–even if it means

**DESTROYING EVERYTHING IN SIGHT!**

# THUMB!





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# EGM'S HOT TOP TENS

## Babbage's
America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of October 25, 1993

### NINTENDO

| | | | |
|---|---|---|---|
| #1 | TETRIS 2 / NINTENDO | 1 Month | - |
| #2 | JURASSIC PARK / OCEAN | 3 Months | ▽ |
| #3 | KIRBY'S ADVENTURE / NINTENDO | 5 Months | △ |
| #4 | CAESAR'S PALACE / VIRGIN | 1 Month | - |
| #5 | TECMO SUPER BOWL / TECMO | 4 Months | ▽ |
| #6 | BUBBLE BOBBLE 2 / TAITO | 1 Month | - |
| #7 | STAR TREK: THE NEXT GENERATION / ABSOLUTE | 1 Month | - |
| #8 | DRAGON WARRIOR IV / ENIX | 6 Months | ▽ |
| #9 | TETRIS / NINTENDO | 15 Months | ▽ |
| #10 | JOE AND MAC / DATA EAST | 2 Months | ▽ |

### SUPER NES

| | | | |
|---|---|---|---|
| #1 | MORTAL KOMBAT / ACCLAIM | 2 Months | - |
| #2 | SECRET OF MANA / SQUARE SOFT | 1 Month | - |
| #3 | TOP GEAR 2 / KEMCO | 1 Month | - |
| #4 | SUPER MARIO ALL-STARS / NINTENDO | 2 Months | ▽ |
| #5 | STREET FIGHTER II TURBO / CAPCOM | 3 Months | ▽ |
| #6 | THE 7TH SAGA / ENIX | 1 Month | - |
| #7 | BOXING LEGENDS OF THE RING / ELECTROBRAIN | 1 Month | - |
| #8 | SUPER CAESAR'S PALACE / VIRGIN | 1 Month | - |
| #9 | THE REN & STIMPY SHOW / T*HQ | 1 Month | - |
| #10 | SUPER STAR WARS / JVC | 5 Months | - |

### GENESIS

| | | | |
|---|---|---|---|
| #1 | DISNEY'S ALADDIN / SEGA | 1 Month | - |
| #2 | NHL '94 / ELECTRONIC ARTS | 1 Month | - |
| #3 | MORTAL KOMBAT / ACCLAIM | 2 Months | ▽ |
| #4 | BILL WALSH COLLEGE FOOTBALL / ELECTRONIC ARTS | 2 Months | ▽ |
| #5 | STREET FIGHTER II SPECIAL CE / CAPCOM | 3 Months | ▽ |
| #6 | MS. PAC MAN / TENGEN | 2 Months | - |
| #7 | SHINING FORCE / SEGA | 3 Months | ▽ |
| #8 | SPLATTERHOUSE 3 / NAMCO | 1 Month | - |
| #9 | PGA TOUR GOLF II / ELECTRONIC ARTS | 3 Months | - |
| #10 | JURASSIC PARK / SEGA | 3 Months | ▽ |

### SEGA CD

| | | | |
|---|---|---|---|
| #1 | JOE MONTANA'S NFL FOOTBALL / SEGA | 1 Month | - |
| #2 | SILPHEED / SEGA | 1 Month | - |
| #3 | SPIDER-MAN VS. THE KINGPIN / SEGA | 1 Month | - |
| #4 | ECCO THE DOLPHIN / SEGA | 4 Months | ▽ |
| #5 | NIGHT TRAP / SEGA | 9 Months | ▽ |
| #6 | BATMAN RETURNS / SEGA | 5 Months | ▽ |
| #7 | ROAD AVENGER / RENOVATION | 9 Months | ▽ |
| #8 | FINAL FIGHT CD / SEGA | 4 Months | ▽ |
| #9 | JAGUAR XJ220 / JVC | 6 Months | ▽ |
| #10 | TIME GAL / RENOVATION | 4 Months | ▽ |

### GAMEBOY

| | | | |
|---|---|---|---|
| #1 | MORTAL KOMBAT / ACCLAIM | 2 Months | - |
| #2 | SUPER MARIO LAND / NINTENDO | 14 Months | - |
| #3 | LEGEND OF ZELDA: LINK'S AWAKENING / NINTENDO | 3 Months | ▽ |
| #4 | KIRBY'S DREAM LAND / NINTENDO | 14 Months | △ |
| #5 | SUPER MARIO LAND 2 / NINTENDO | 11 Months | ▽ |
| #6 | BASEBALL / NINTENDO | 5 Months | - |
| #7 | FINAL FANTASY LEGEND III / SQUARE SOFT | 2 Months | ▽ |
| #8 | TETRIS / NINTENDO | 7 Months | △ |
| #9 | JURASSIC PARK / OCEAN | 2 Months | ▽ |
| #10 | STAR TREK: THE NEXT GENERATION / ABSOLUTE | 4 Months | ▽ |

### GAME GEAR

| | | | |
|---|---|---|---|
| #1 | MORTAL KOMBAT / ARENA | 2 Months | - |
| #2 | JURASSIC PARK / SEGA | 2 Months | - |
| #3 | COLUMNS / SEGA | 2 Months | △ |
| #4 | WORLD SERIES BASEBALL / SEGA | 2 Months | - |
| #5 | SONIC THE HEDGEHOG 2 / SEGA | 10 Months | ▽ |
| #6 | STREETS OF RAGE 2 / SEGA | 2 Months | △ |
| #7 | TOM & JERRY / SEGA | 4 Months | - |
| #8 | T2: THE ARCADE GAME / ACCLAIM | 2 Months | ▽ |
| #9 | JEOPARDY / GAMETEK | 1 Month | - |
| #10 | LAND OF ILLUSION / SEGA | 6 Months | - |

# EGM'S HOT TOP TENS

# REGISTER YOUR VOTE

## WITH ELECTRONIC GAMING MONTHLY

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

*ONLY 99¢ PER MINUTE!*

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**Don't agree with the Review Crew? Want your opinion to count? Call the EGM Top Ten Hotline and VOTE today!**

After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

1. SNES / SUPER EMPIRE STRIKES BACK
2. SNES / STREET FIGHTER 2 CE TURBO
3. SNES / SUPER MARIO ALL-STARS
4. SNES / STREET FIGHTER 2
5. SNES / SUPER STAR WARS
6. SNES / FX TRAX
7. SNES / OUT OF THIS WORLD
8. SNES / MEGA MAN X
9. SNES / YOSHI'S SAFARI
10. SNES / FINAL FIGHT 2
11. SNES / MORTAL KOMBAT
12. SNES / STARFOX
13. SNES / SUPER TECMO NBA B-BALL
14. SNES / SUPER TECMO BOWL
15. SNES / BUBSY
16. SNES / CLAY FIGHTER
17. SNES / TMNT: TOURNAMENT FIGHTERS
18. GENESIS / SONIC THE HEDGEHOG 2
19. GENESIS / ETERNAL CHAMPIONS
20. GENESIS / STREET FIGHTER 2 CE
21. GENESIS / JURASSIC PARK
22. GENESIS / MORTAL KOMBAT
23. GENESIS / SONIC SPINBALL
24. GENESIS / FLASHBACK
25. GENESIS / BLOODLINES
26. GENESIS / ALADDIN
27. GENESIS / ZOMBIES ATE MY NEIGHBORS
28. GENESIS / STREETS OF RAGE 2
29. SEGA CD / CD SONIC
30. SEGA CD / SILPHEED
3[illegible] [illegible]ATTLETANK 2
32. SEGA CD / MORTAL KOMBAT
33. SEGA CD / MONTANA FOOTBALL CD
34. DUO / GATE OF THUNDER
35. DUO / STREET FIGHTER 2 CE
36. 3DO / CRASH N' BURN
37. NEO•GEO / SAMURAI SHODOWN
38. NEO•GEO / WORLD HEROES 2
39. NEO•GEO / FATAL FURY SPECIAL
40. NES / KIRBY'S ADVENTURE
41. NES / SUPER MARIO 3
42. NES / YOSHI
43. NES / MEGA MAN 6
44. GA[illegible] [illegible]AMAN WORLD [illegible]
45. GAMEBOY / ZELDA
46. GAME GEAR / JURASSIC PARK
47. GAME GEAR / SONIC CHAOS
48. ARCADE / SUPER STREET FIGHTER 2

**Top Ten nominations change each month with all-new favorites! [illegible] These nominations are good through December 30.**

Callers must be 18 or older. Callers must use a touch tone phone. A service of Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222, Lombard, IL 60148

“N I say
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send
Battle S
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HANG ON!
PANASONIC INTRODU
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said.
mountain.
Trebor su
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acid tw
e. ph to the
sno ck skittered
serene atically going to
rumble up high.

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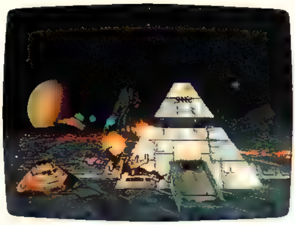
**More responsive, more colorful, and up to 50 times more powerful than ordinary systems. It's 3DO technology and Panasonic makes the only system that has it.**

Strap yourself in; this is no armchair flying game.

You plunge into pursuit, barrel-rolling through the atmosphere at Mach speeds. Pulling up to skim the planetary terrain, you lose your horizon and go into a spin. Earth. Sky. Earth. Sky. Earth. And your stomach just can't catch up. This is a video game you can feel. This is R•E•A•L.


Crystal Dynamics' Total Eclipse™ gives you the real feeling of flight

Introducing the Panasonic R•E•A•L 3DO™ Interactive Multiplayer.™ The most highly evolved integration of audio, video and interactive technology available.

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# GAMING GOSSIP

...Sega of Japan Kills the CD...
...Saturn Pops Up to 64-Bit...
...Super Metroid Hits 32-Meg...
...Project Reality Set For '94...
...Capcom Football Goes Rental...
...Toys 'R' Us Disses MA-17 Soft...
...Phantasy Star 1 Hits 16-Bit...
...Bubsy 2 Release On the Way...

...Say, kiddies, the master of gaming mayhem, the colonel of cool, the ensign of info is back again for another dose of the good stuff in the only column that tastes great *and* is less filling! We've got plenty of dirt on our plate this month my Q-Friends, with more info on Sega's latest system, game ratings and 32-Meg carts! Toss in a few babes and add some fresh pine and you've got a page of pure gossip so good it's guaranteed to scare even the worst white shirts in the biz...File this one in the 'Foot in the Mouth' file right next to Sega: Seems that the Japanese HQ has not only given the green light to their next generation mega system, but also killed most of the Mega-CD game soft development in the process! Although execs at Sega are confident in the success of the CD unit here in the States, highly reliable sources within the company have told the Q that SOJ is no longer accepting in-house development proposals for the Mega-CD! After the next 10 titles find their way onto store shelves, the Japanese office is rumored to be pulling the plug on CD games altogether...

...If their current lineup of goods isn't causing enough headaches, Sega is equally miffed at the Japanese press who are alternately calling their upcoming Saturn machine a 32-Bit or a 64-Bit system. Sega is trying to take the high road by labeling the unit a "Multi-Processor Machine," but that sounds like a white-shirt cop-out to the big Q. What will it be, you ask? Well the one and only has dug deep into the specs to uncover the brains behind the ringed machine! The guts will be made up of a 32-Bit architecture coupled with a 64-Bit RISC graphics chip. They wouldn't call it a 64-Bit machine though, would they? That would be like calling the PC Engine a 16-Bit system...The rumored price of Sega's Saturn system? The cart-only console will put gamers back about $275, while the CD/cart all-in-one will run around $460...

...Accolade has dropped the ball! Their Barkley Basketball won't be hitting the net until just after basketball season ends! Bubsy 2, on the other hand, should be punching its way into stores by fall! The big stick promises pictures next issue...Here's a hot scoop straight from Nintendo of Japan— FX Trax is now scheduled to be released in February ,1994, in the Land of the Rising Sun! This is definitely set to be one of the first 32-Meg Super NES entries, so look for lots of great looks to fill the CES to counter 3DO, Sega CD and just about everyone else with a game system...The second in the big N's first batch of 32-Meg monsters will be a graphically intense (and incredibly long) Super Metroid, also due around February...Meanwhile, on the Sega front, look for Streets of Rage 3 to beat the streets as early as March in Japan...

...Back on the subject of memory, word of Nintendo's recent moves into big brain territory has gotten most of the company's licensees sweating. Why? Because Nintendo plans to keep the prices on these super carts comparatively low (around 80 to 90 bucks), a point that most of the third-party folk aren't going to be able to match. How much coin is your typical Meg worth anyhow?...While Sony tips their cards once again to show that a console is in their future, Nintendo is telling a source close to the Q-Mann that Project Reality will be moved up a couple of months for a REAL release date of September, 1995. The company also says that they'll have 'playable prototypes' in the field by November of '94! Look for the first Project to become a Reality in arcade form at this time next year...

...Sega of Japan is getting ready to wow the world with a new 16-Bit version of Phantasy Star! No, it won't be a follow-up, it will be the original, reprogrammed with new graphics and some slick sounds! This cart will be part of a big contest the company is having but may go on sale in a limited fashion if interest warrants it...What's up Capcom? No confidence in your new football game? Competition too tough? The company has cut a deal with the rental chains to keep their pigskin port off of store shelves so they can have the Xclusive on what will now be a rental-only item. While the big B see a slew of carts not returned by avid football fans like they did last year with the Madden Champion Edition? Not a chance in the Q's book...Here's a new one! Sega's ratings actually mean something to...Toys 'R' Us? From what the Quartermann's heard, Toys and a slew of other retailers won't touch a game with an MA-17 rating and plenty of companies are hiding the violent versions of their games behind more tame (and lame) renditions. For shame, say the Q-Mann, for shame...

...Well, that about sums it up for this issue of the Q, but tune in again next month for another dose of insider info so hot it could only come from EGM! With no more space to fill, yours truly signs off for another 30 of R&R...

**- QUARTERMANN**

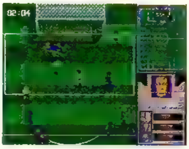
SEGA GENESIS

# CHEAP SHOTS, BLIND REFS, AND LOTS OF HANG TIME.

## IS THIS AN ALL-AMERICAN GAME OR WHAT?

*Killer head shots, one of ten pro-moves.*

After getting slammed by the Dream Team in hoops, 31 soccer-playing countries want to kick our butts 'til we're Red, White and Blue. So gear up for the '94 World Cup with the world-class play of AWS Pro Moves Soccer. Full-contact, professional action. Teams based on actual Cup records. And ten special Pro Moves, for the ultimate in realism and control. Brutal slide tackles. No-look passes. Precision high kicks. Dramatic headers and bicycle kicks. Even illegal holds—and refs ready to bench you, if they see it. For even better control —one-Pro-Move-per-button— get one of the new six-button controllers like the asciiPad SG-6 or Fighter Stick SG-6*. Or, build up your team by luring top players with astronomical salaries. Astronomical salaries? Like we said, it's a wonder we didn't invent it here, first.



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©1993 ASCII Entertainment Software, Inc. Asciiware, asciiPad, asciiPad SG-6, Fighter Stick SG-6, Asciiware World Sports, and Pro Moves Soccer are registered trademarks of ASCII Entertainment Software, Inc. The Video Game Rating Council, its rating system, symbols and indica are trademarks of Sega of America, Inc. ©1993 SEGA. SEGA and Genesis are registered trademarks of SEGA Enterprises, Ltd. All Rights reserved. WHEW! * With easy-to-learn button combinations, you can get all the Pro Moves using a standard three-button controller, too.

# ELECTRONIC GAMING MONTHLY & ETERNAL

## CONTEST PRIZES!

1 GRAND PRIZE:
- SEGA CD™ system
- Your choice of 5 SEGA brand games
- Eternal prize package – Eternal Champions™ jacket, hat and pin

9 FIRST PRIZES:
- Eternal Champions™ jacket
- One SEGA game of your choice

15 SECOND PRIZES:
- Eternal Champions™ hat

50 THIRD PRIZES:
- Limited edition Eternal Champions™ pin

Contest Rules: All entries must be postmarked between December 1, 1993 and February 1, 1994. EGM or Sega are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. All qualified entries will be placed in a drawing to be held February 15, 1994. The prizes will be awarded 6 to 8 weeks after drawing and confirmation of winners have been completed. Prizes are not transferable. Illegible or incomplete entries are ineligible. All state federal taxes, if any, are the responsibility of the individual winner(s). All judges decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Sendai Publishing Group, Inc. or Sega and their affiliates are ineligible to enter. Sega and Sendai Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. For a list of major prize winners, available after April 1, 1994, send a self-addressed, stamped envelope to Eternal Champions Contest Winners (EGM), 1920 Highland Avenue, Suite 285, Lombard, IL 60148. Winners' names, likeness and prize information may be used by Sega or Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation. SEGA, Genesis, Sega CD, Eternal Champions, Midknight, Larcen Tyler, Jetta Maxx, Shadow Yamoto and the distinctive likeness of the characters are trademarks of SEGA. ©1993 SEGA. All rights reserved.

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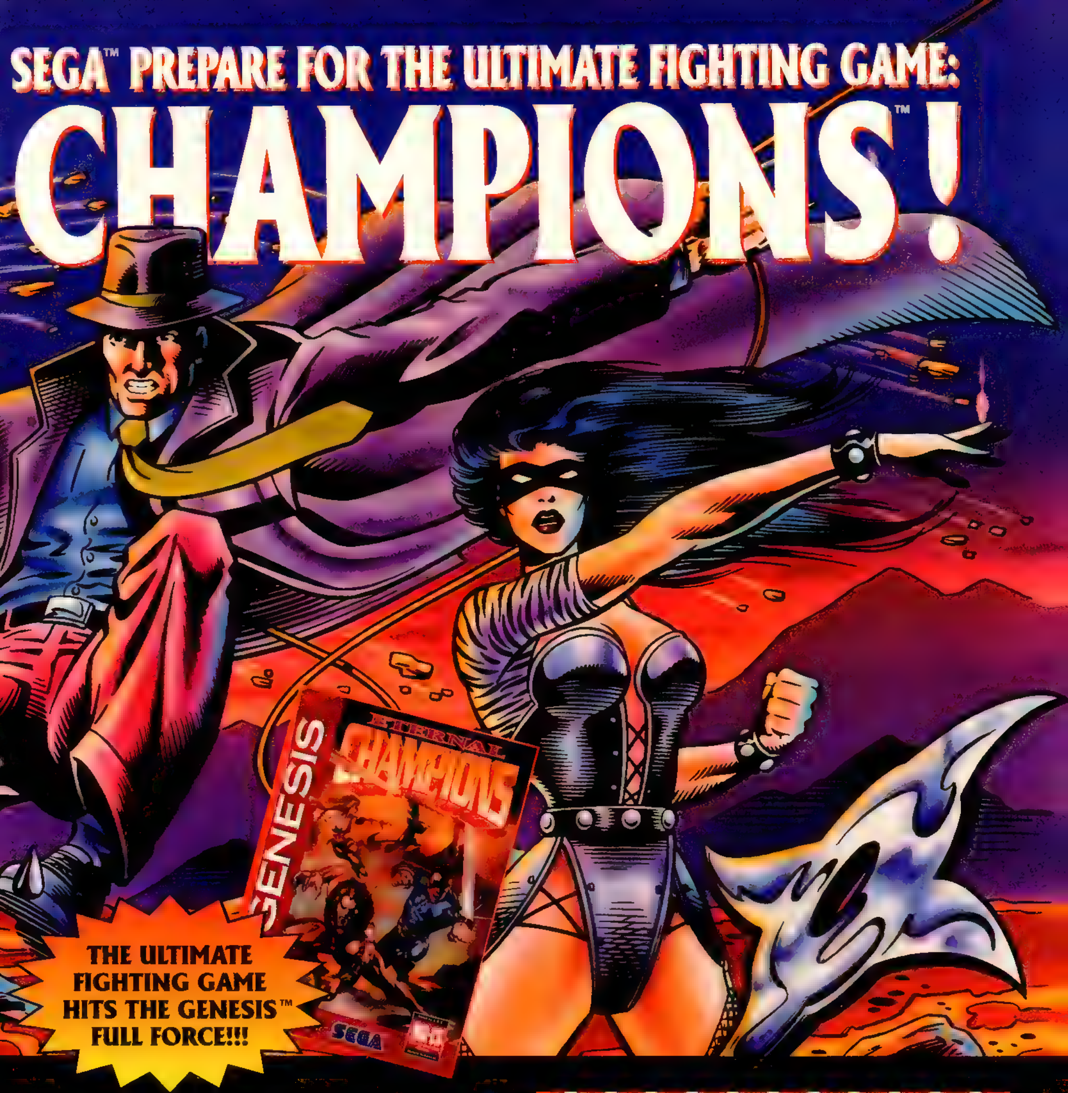
# CHAMPIONS!™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Play Eternal Champions™ and defeat the Eternal Champion! Send in a picture of the victory sequence and the correctly completed entry form to:

ETERNAL CHAMPIONS™ CONTEST (EGM)
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ELECTRONIC GAMING MONTHLY

SEGA™

## ETERNAL CHAMPIONS™ CONTEST ENTRY FORM

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Address______________________________________

City, State___________________________________

Zip Code_____________________________________

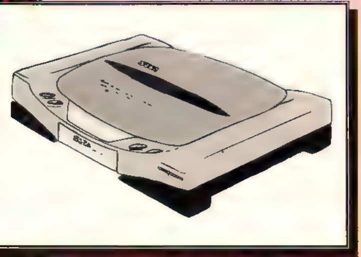
Phone (____)__________________________________

Age______ Favorite Character____________________

# PRESS START

## SEGA TO ADD 64-BIT PROCESSOR TO NEW SATURN SYSTEM!

Sega of Japan has recently announced that they will be bringing out their new Saturn game system during the fourth quarter of 1994. While SOJ initially stated that the Saturn will be a 32-Bit system, they later added that there will be a 64-Bit chip in the machine to process the video information. After hearing this, the Japanese press quickly started calling the Saturn a 64-Bit system. This led to nothing but confusion. Finally, SOJ stepped in again and stated for the record; that the Saturn will be a "multi-processor system." And that it will be, as there are reportedly seven different processors in the Saturn.



**Sega's new Saturn will have a 32-Bit main CPU and a 64-Bit video processor!**

The main processor will be a custom 32-Bit RISC chip under joint development by Sega and Hitachi.

The video processor, on the other hand, will be a new chip which Sega determined has to be at least 64-Bits so that the system doesn't bog down while processing the massive amounts of data.

Because of the multi-processor design, Sega is reportedly unhappy that the Saturn would be called either a 32-Bit machine or a 64-Bit machine.

Other facts about the Saturn that Sega announced include: high performance CG processing, texture mapping, glow shading, 60 minutes of full-motion video, optional wide screen display mode, and a 16 million color palette.

The machine will be fitted with 24 megabits of RAM with an additional 32 megabits of memory for the CD-ROM drive.

Beyond these facts, the rest are stories circulating in the Japanese press. Like having a rewriteable CD system for saving data directly on the CD (highly unlikely); a quadruple speed drive to further reduce access time (very expensive); directly compatible with Sega's fifth generation of arcade machines (quite possible); not downward compatible with Sega CD or Genesis (probable); and that the cartridge only system will cost about ¥30,000 (about $275) and the second machine equipped with a CD drive ¥50,000 (about $460).

Ten games are reportedly already in development at SOJ including Virtua Fighters and Sonic the Arcade Game. All should be ready in time for the launch of the system.

That's the latest news from Japan. In the U.S., Sega is keeping very quiet as they still want the Sega CD market to continue into 1995. More next issue.

## SONY TO INTRO 32-BIT SYSTEM!

Sony of Japan has just made an announcement that they are planning to get into the video game hardware market.

In a recent press release, Sony and its subsidiary, Sony Music Entertainment Japan (SEMJ), will jointly establish Sony Computer Entertainment Company.

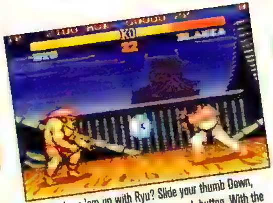
Sony Computer Entertainment will launch its new CD-based game system by the end of 1994 in Japan. American and European rollout is currently slated for mid 1995.

Details are sketchy, but the machine is said to employ a 32-Bit RISC chip and will only run CD-ROM-based software. The yet unnamed system will be able to process 3-D CG software. Rotation and scaling are other functions that will be built in. Sony claims that their new system will have "graphics processing capabilities on par with workstations" and that "it will go beyond the 64-Bit class systems under development by Nintendo and Sega."

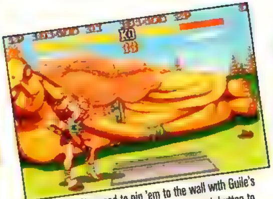
This information doesn't come as much of a surprise as Sony did not keep it a secret that after Nintendo dumped the joint Play Station/Super NES deal, they would go on and develop their own machine.

As for software, besides their Japan and U.S. branches, Sony has already contacted many of the top 3DO companies about doing games for them. Several of the 3DO licensees are currently under nondisclosure and are seriously thinking about doing some of their new titles for multiple systems, including Sony's.

Spin out Ryu's Hurricane Kick with turbo ease! Unlike old-fashioned control pads, the TT360 delivers the action without hesitation. Press Down, Down-Back, Back and any kick to unleash this powerful attack.

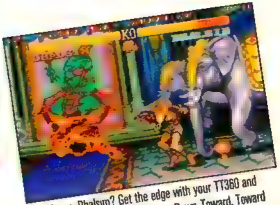


Want to burn 'em up with Ryu? Slide your thumb Down, Down-Toward, Toward and press a punch button. With the TT360 you own 360° circular control! Pitch a series of these fireballs to do mega-damage.



Use the TT360's speed to pin 'em to the wall with Guile's Knee! Charge back, then forward with a punch button to throw a Sonic Boom. Follow with Touch Sensor Toward with the Forward Kick on Turbo.

Throw the Sumo Head Butt at the start of an attack and you're invincible. Slide your thumb Back to charge, then forward and any punch button. Follow it up with a Hundred Hand slap by putting any punch button on Turbo.

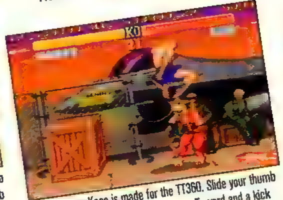


Dhalsim vs. Dhalsim? Get the edge with your TT360 and Yoga Fire. Slide your thumb Down, Down-Toward, Toward and any punch button. You'll throw fire faster with the TT360's superior diagonal control.

Send 'em spinning with Chun Li's Whirlwind Kick. Hold Down on the Touch Sensor to charge the move, then slide your thumb Up and press a kick button. This tricky move will whittle your enemies strength down to nothing!

Put the bite on 'em with this fast TT360 move. Come out of any attack and press Toward and the Fierce Button. The result? A face-full of fangs that will eat away their strength meter.

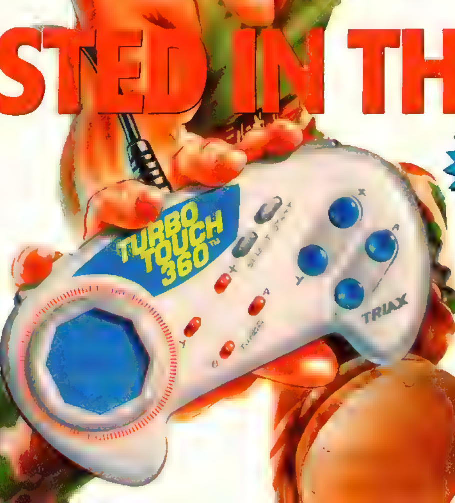
M. Bison's Flaming Torpedo burns the screen and it's easy to unleash with the TT360. Charge Back, then slide your thumb Toward while pressing a punch button. Crispy critter time!



Sagat's Tiger Knee is made for the TT360. Slide your thumb from Down, Down-Toward, Toward, Up-Toward and a kick button to deliver this devastating knee attack...with no numb thumb!

# BATTLE TESTED IN THE STREETS

When you play Street Fighter II Turbo,® you need a controller that's fast, that gives you all the action you want – easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360,™ The Ultimate Fighting Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate – you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know, the guy using the old-fashioned control pad. So, go into the streets to win – go battle-tested with the Turbo Touch 360.



**Turbo Touch 360.**

**The Ultimate Fighting Machine.**

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For Genesis, SNES, & Nintendo
TURBO TOUCH 360
TURBO TOUCH 360
TURBO TOUCH 360

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**The Winning Combination.**

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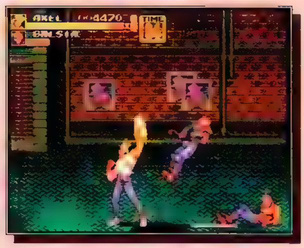
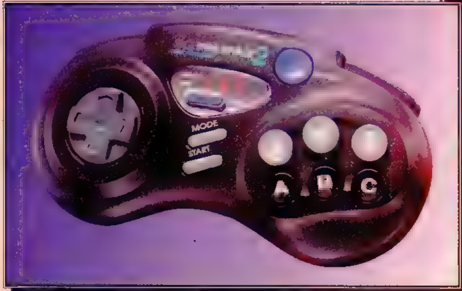
Game played on a Super NES.® Super NES is a registered trademark of Nintendo of America, Inc.

# TWO HOT NEW JOYPADS FOR THE SEGA GENESIS AND SEGA CD!



Three-move combinations like Axel's Flaming Uppercut are done on 1 button!



The SG Propad 2 allows for auto fire and programming of limited moves. There is also a slow-motion feature.

People torn between buying a new three-button or six-button controller for their Sega Genesis system may want to check out two new programmable joypads. One is for three-button configuration, the other for six.

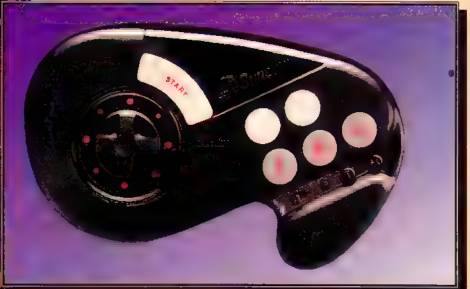
Suncom's new three-button cyberpad is programmable up to three moves. For example, in Streets of Rage 2, Axel can perform his (tap twice forward then press punch) Flaming Uppercut, with one button! However, the pad can only be programmed with a maximum of three movements (sorry Street Fighter II fans—no instant Dragon Punch). Yet, the pad is very helpful if the game you are playing has no configuration, for the functions of each button can be changed! There are also two turbo buttons above the first three that have rapid fire. These top turbo buttons can be configured as well. In addition, the joypad has a slow-motion feature. It also uses a small battery for backup so you don't have to constantly reprogram moves.

The SG Propad 2 by STD is also programmable up to limited moves, but it is fully 6-button compatible. You cannot program complex, multi-step moves, but you can program moves where you must do three things simultaneously. For example, in Mortal Kombat, Sub-Zero's Slide (which is executed by pressing down and three buttons simultaneously) can be programmed so you can do this move with the press of one button!

The auto fire setting allows for the action of all buttons on the pad to do a function repeatedly! This is especially helpful for shooters or other shooting games where repeated button pressing is required. The layout of the SG Propad 2 is almost identical to the 6-button Sega Genesis controller, except the LEFT and RIGHT buttons are located on the top like the Super Nintendo controller. The programming of the pad is rather simple, and it is easy to erase previously recorded moves with the touch of a button. There is also a slow motion button.

P-CANNON
LV-
MAX
TOP
SCORE
15130
15130

Shooters like Gaiares can fire several shots per second with the turbo button!



Suncom Technologies offers gamers turbo button action with the programmable Cyber Pad!

SUB-ZERO
SUB-ZERO

Sub-Zero's Leg Slide can be done with the push of one button!

**Bulls vs. Blazers™***

Most SNES controllers make it difficult to move diagonally. The TT360 gives you the power to make diagonal drives on the net with no numb thumb!

The TT360 makes you strong on defense, too. Press Button B to select your man closest to the ball. Superior diagonal control puts you where you need to be, ready to hit Button Y and block the shot.

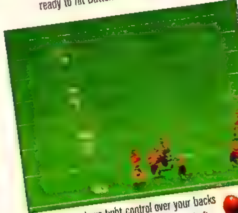
The TT360 lets you move faster...in all directions...with total circular control. Fake left and right as you drive for the net, then Button A for the Jump Shot.

*Shown on SNES **Shown on Genesis

**John Madden Football™ '93****

Pass plays call for split second reactions and timing. The TT360 gives you fine-tuned control over all your players, where old-fashioned controllers might only slow you down!

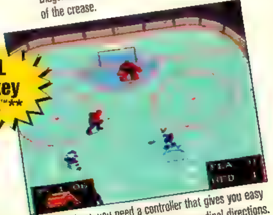
Choose winter as the playing condition and control becomes even more important. With the TT360 you won't slipslide away...or mangle your thumb trying to turn on a dime and make the end zone.


Now you can have tight control over your backs in an end run. The TT360 makes it easy...Left, Diagonal and Up in a simple thumb sweep. The advantage is yours. Drive for the goal posts.

**NHL Hockey '94™****

This type of situation was made for the TT360. You need to move fast and tight to score. A direct attack...and old-fashioned controllers...won't make the grade. Head Diagonal behind the net and try to dump it in the corner of the crease.

You're on breakaway...one-on-one. Now's not the time for your controller to let you down. The TT360's smooth Touch Pad lets you switch direction fast to fake-out the toughest defense men. Cut to the Left Diagonal and go for the goal.


To be the best, you need a controller that gives you easy access to the diagonals as well as the cardinal directions. Use your right wing to pull your opponents off to the side. Diagonal pass, shoot, and score for victory. The TT360 can make you a winner.

TURBO TOUCH 360
TURBO TOUCH 360
TURBO TOUCH 360

# PLAY WITH AN UNFAIR ADVANTAGE

When you play EA Sports® games, you need a controller that's fast, that gives you all the action you want – easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360,™ The Ultimate Scoring Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate – you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate scoring machine and trashing your opponent... you know the guy using the old-fashioned control pad. So, play with an unfair advantage. Play with the Turbo Touch 360.

**Turbo Touch 360.**
**The Ultimate Scoring Machine.**

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For Genesis, SNES, & Nintendo

TURBO TOUCH 360
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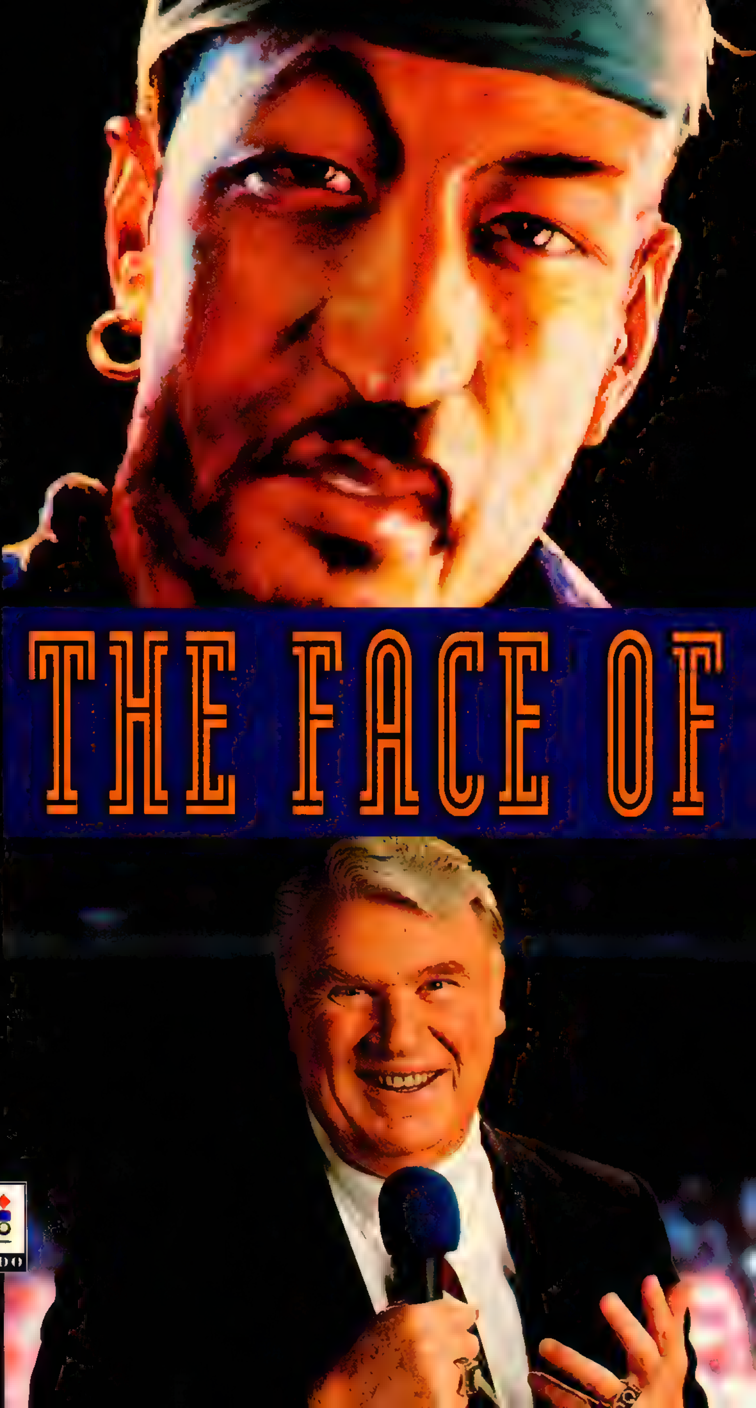
A
3DO
EXPERIENCE

Electronic Arts software for the 3DO system is about to revolutionize the way you play games. The new 3DO system delivers photo realistic graphics, CD-quality sound and gameplay so real it's hard to tell where your living room ends and the software begins.

Electronic Arts has been at the forefront of innovative technology throughout our ten year history. We have supported all of the major successful hardware platforms, and led the pack onto the Sega™ Genesis.™ Now we've recognized the technological leap 3DO has to offer and we're planning to introduce twenty new titles for 3DO over the next twelve months.

3DO



Oakland
San Jose

# THE FUTURE

We are developing titles with Hollywood-style special effects, full-color video and intense game-play. This new software ranges from Super Wing Commander® to PGA TOUR® Golf to Peter Pan. Grab the controls of your fighter jet and stop the alien invasion in Shock Wave.™ Fight your way to the Super Bowl® in John Madden Football,™ your cleats biting into the turf. Rip through the squalid city streets, the cold, hard bite of a steel chain assaulting your face in Road Rash.™ It's software as you've never seen it before. Face the future with Electronic Arts and 3DO.

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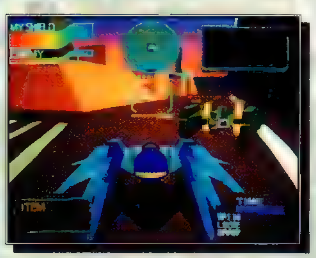
# ARCADE ACTION

## EGM GOES TO THE AMOA SHOW

## CYBERSLED by Namco

This month in Arcade Action, we'll be taking a look at some of the latest coin-suckers shown at the annual Amusement & Music Operators Association (AMOA) Exhibition which took place in Anaheim, California.

With all of the hype centered on the new wave of virtual reality games, it's no wonder we're beginning to see more titles in this genre. Enter Namco's Cybersled, a virtual reality combat simulator in which the contestants (up to two at a time) attempt to annihilate each other using various weapons such as missiles and guns.

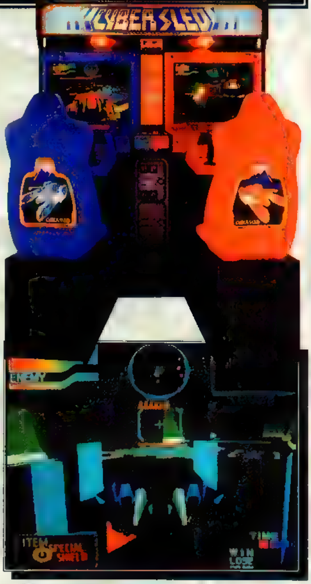


Two perspectives are available during the game including a "behind" view.

One of six Cybersleds each of which has its own strengths and weaknesses. The controls function similar to those of a conventional tank. You can even choose from two different views: viewpoint, which immerses you in a first-person perspective and a regular behind-your-sled-perspective.

You can pick up various enhancements to tweak your weapons systems. You also have a shield to take the brunt of a few enemy attacks. To make things a little more difficult, there are some interesting variables thrown into the game such as fog and darkness. You can even jam your enemy's radar at certain times! There is also the possibility of overheat your guns if you're not careful!

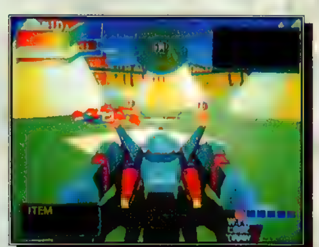
Try your luck on 12 different battlegrounds, each of which has new obstacles and traps to discover. To top it all off, the polygon-based graphics are among the smoothest and most realistic we've ever seen. Namco has really outdone themselves this time! Get to the arcade and give Cybersled a run. This is one virtual reality game which will grab your interest and keep it for a long, long time!



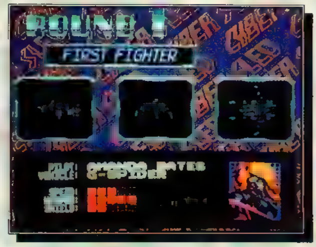
Battlefield variables such as fog and darkness add some spice to the action!

AAMA

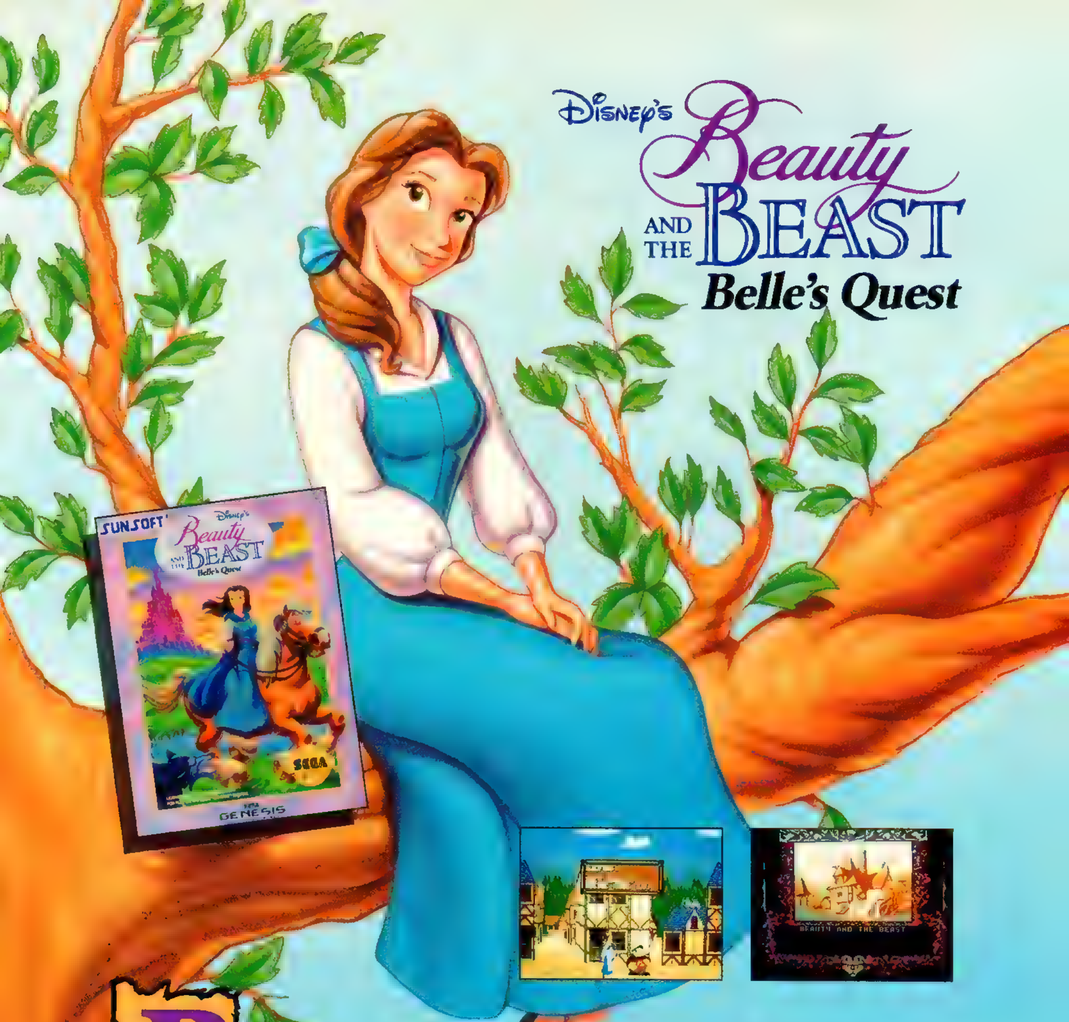
AMERICAN AMUSEMENT
MACHINE ASSOCIATION



Use your cannons and missiles carefully in order to disable your enemy's vehicle.



Six Cybersleds are available for your use. Each one is different from the next.



# Disney's Beauty and the Beast
## Belle's Quest

# BREAK THE SPELL

You'll need all of Belle's charm and wit to save her father, imprisoned by the hideous Beast. But to reach him you must first outsmart persistent Gaston. Then journey astride your faithful steed Phillipe, to a thick, black forest maze of wild animals and hidden traps to reach the enchanted castle on the other side. Search carefully for the castle's hidden secrets. Find them all to break the spell and return the Beast to his human form.

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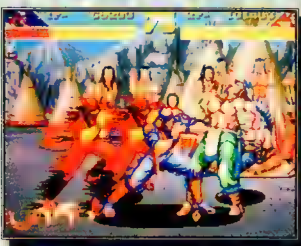
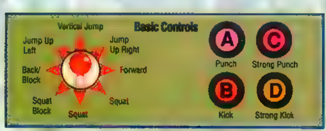
# POWER INSTINCT by Atlus

Another hit at the AMOA Exhibition was a new fighting game from Atlus called Power Instinct. This is a fighting game with definite comical overtones.

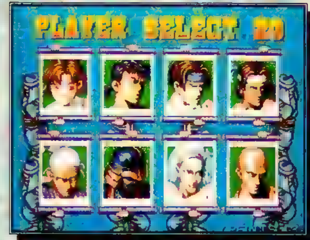
The story behind the game is a complex one. The Gogetsu Clan is about to have a contest to pick their new leader. Anyone with bloodlines in the clan can enter the tournament. Eight contestants have answered the call from various places around the world. At this point, the outcome of the tournament is anyone's guess.



There is a variety of secret moves and techniques that each character can do.



The eight combatants are as diverse in their fighting styles as they are in their individual backgrounds. There's Reiji Oyama, the Martial Arts Master; Annie Hamilton, the quick and agile warrior; White Buffalo, the Indian Brave whose courage is second-to-none; Keith Wayne, a brawler with a bad attitude; Thin Nen, a master of inner strength; Angela Beuti, the ruthless vixen; Hattori Saizo, the speedy ninja; and finally Gogetsuji Otane, the elderly woman with a nasty disposition and the ability to suck out her opponent's youth for 10 seconds!

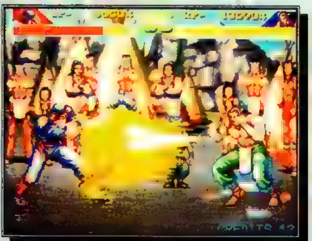


Do it up with eight really wild characters to choose from. Some are very powerful.

Each player has a fighting style all his/her own. Quick dash-and-retreat moves also figure prominently into the game play. Throws can be used to slam opponents helplessly to the ground. Air and long distance attacks do wonders to disable your adversaries and take them out of contention.

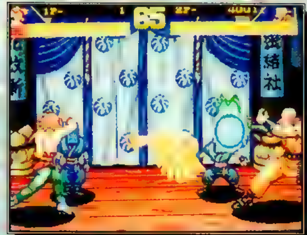
The graphics, sounds and overall playability of Power Instinct make it a joy to play. The hilarious attacks will definitely put a large-scale grin on your face! The characters are really, really funny.

All of the cabinet's controls are easy to get to in the heat of battle.

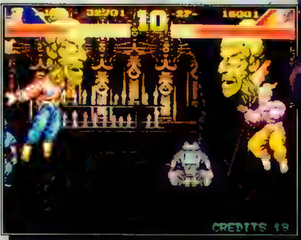


Atlus spared no expense in the production of Power Instinct!

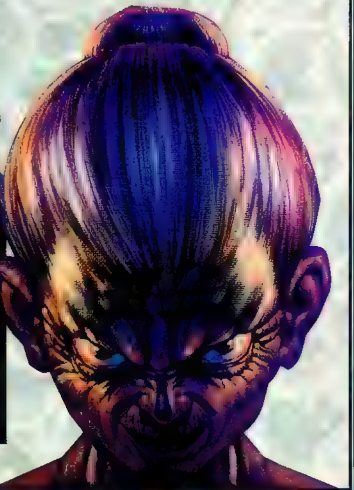
The moves are also set up for an easy learning curve. When Atlus designed Power Instinct, they obviously had one word in mind...FUN and FUNNY! Well, OK, that's two words. Anyway, you'll get the idea when you play Power Instinct by Atlus! Very cool!



Annie Hamilton's projectile attack is a golden firebird which is hard to avoid.



Gogetsuji Otane's secret moves are all but impossible to counter. Nice head!

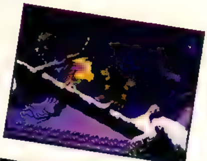


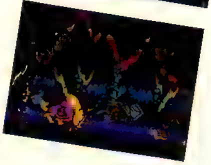
Disney's
Beauty
AND THE BEAST

SUNSOFT
BEAST
Roar of The Beast
SEGA
GENESIS

# Roar of the Beast

Unleash the untamed power of the Beast! All of his rage and fury are yours to command. Protect your castle from sinister monsters, vicious rats, bloodthirsty wolves and the wicked Gaston. Summon all your strength. Because to free yourself from this inhuman form you must win every battle or be doomed to remain a beast forever.





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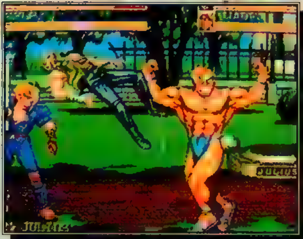
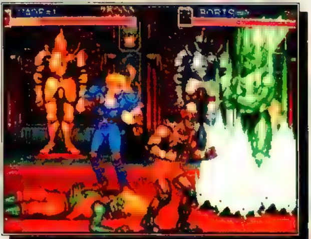
EGM GOES TO THE AMOA SHOW

# VIOLENT STORM by Konami



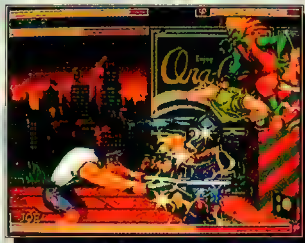
**Hmmm. Julius is just lovin' himself as Wade looks on holding his big pipe!**



**The Bosses are big and bad, so you'll need all of the help that you can get!**

One of Konami's newest entries into the arcade arena is a great action game called Violent Storm. Set in a post-apocalyptic future, where roving gangs have taken over the streets, Violent Storm centers on the efforts of three friends who set out to rescue Sheena, their kidnapped friend.

Wade, Boris and Kyle must defeat the evil hordes of the gang known simply as GELD. The members of GELD are a real harsh bunch, to say the least! They are mohawked, tatooed, lead pipe swinging beasts who know no pain and whose one purpose in life is to corrupt the lives of the innocent. Our three heroes are out to put an end to this. Boy Howdy!



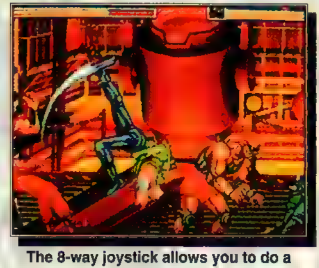
**The action heats up with more than one player, so get some friends to join in!**

The game can be played with up to three players and features a buy-in feature where you can continue by inserting yet another quarter! Believe me, you **will** put in another quarter because Violent Storm is one fierce piece of work!

VIOLENT STORM

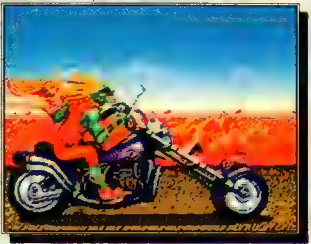
Boris, Kyle and Wade must fight through each level ranging from a ghost town to a runaway train! You can control our heroes by using an 8-way joystick, plus attack and jump buttons. Use lead pipes, knives, electrical bolts, pliers and garbage cans (just to name a few!) to quickly dispatch those dregs of society from GELD. With more than one person, this game becomes a real bash-a-thon!

If you're interested in the quality of the graphics, have no fear because Konami has made sure that they are top-notch! All of the animations are done so precisely that you will think you're watching one of those funky Japanese cartoons you're parents won't let you watch. Yes boys and girls, this game is Spiff-ola!

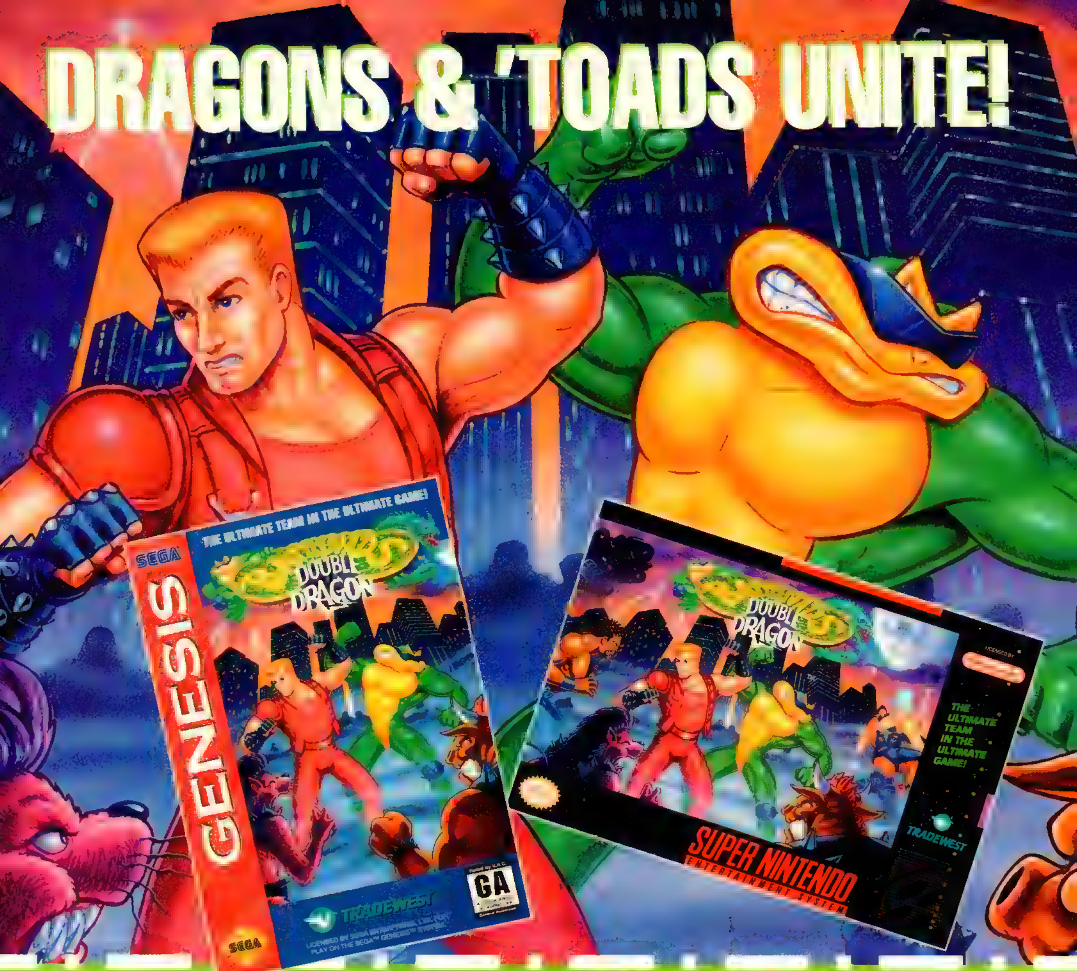


**The 8-way joystick allows you to do a combination of wicked moves!**

Konami aims to please and their latest release is going to put their competition out into the cold! Get yourself about a hundred quarters and go over to the arcade. You have to check-out this game! The only question is—can you weather the Violent Storm? Great stuff, Konami!



**Hoo Boy! Red Fredy of GELD has just kidnapped Sheena! It's up to you, now!**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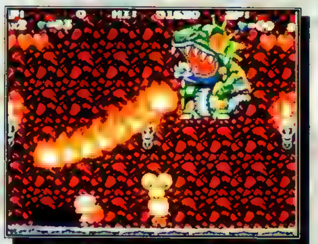
AMOA SHOW LAST MINUTE UPDATE!

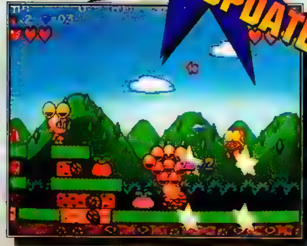
# Bonk's Adventure by Kaneko


Bonk has finally made his way onto the arcade scene after all these years!

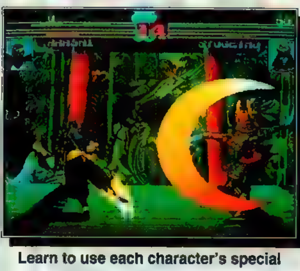
After years of speculation and rumors, everyone's favorite cave-dude is finally arriving in arcades! Bonk's Adventure by Kaneko sports two-player simultaneous play for a bonkin' good time!

This game has some new stuff in it that the home version doesn't. For one, Bonk now has the ability to collect 'smile bumpers' on his head. WEIRD! Bonk also can hide his head, which comes in handy during certain points of the game. EVEN WEIRDER!

There are 28 playing courses in all, each of which has a new and exciting set of challenges. The graphics are also vastly superior to any of the home versions seen thus far. Go out and give Bonk's Adventure by Kaneko a few quarters. It's a real head-bangin' good time.


Two players can play together in this pre-hysterical caveman action game!

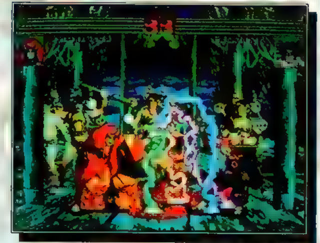
# Blood Warrior by Kaneko


Learn to use each character's special attack for maximum effectiveness!

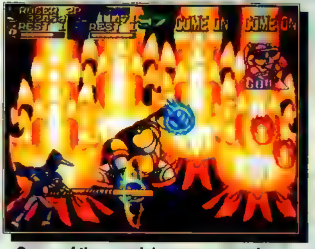
Another hot game at this year's AMOA Show was Kaneco's new fighting game, Blood Warrior. This game sports a roster of nine different fighters who each possess a group of skills unique to fighting games.

One or two players can play Blood Warrior, so it's a great game to play with a pal. The special moves are very cool as are the ominous backgrounds. The sound deserves notice too, because it jams. When I say jams, I mean it JAMS!

If your ready for a different fighting game, you should definitely try Kaneko's Blood Warrior. Just remember, it ain't a party until something or someone gets broken!

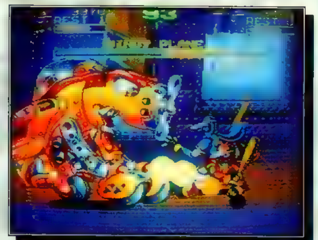

The characters range from a ninja to a katana-wielding Shogun warrior.

# Ninja Baseball Bat Man by Irem


Some of the special weapons produce really mind-blowing effects on enemies.

Ninja Baseball Batman by Irem is a really, really strange game. First of all, it's an action game. One through four players can play different characters. Each has a special weapon which (if used properly) annihilates any enemy that happens to be on the screen.

Not only are the characters wild and wacky, but the Bosses and enemies are too. One of the Bosses, a living airplane, is especially cool. The whole game has a kind-of baseball theme running throughout it. Ninja Baseball Bat Man may be a strange game, but it sure is fun to play. The action and graphics are AWESOME! This is going to be a big hit.


The Bosses have a whimsical nature, but rest assured—they are deadly!

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# ALIEN 3 THE GUN by Sega

In the tradition of arcade greats like Operation Wolf, Terminator 2 and Steel Gunner, comes Sega's Alien 3 The Gun. This latest arcade entry from Sega features astounding graphics which add to the eerie surroundings and backgrounds.

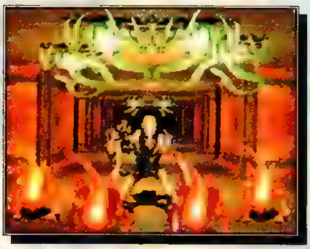
You are trapped in a penal colony on a dark and dismal planet. And guess what? The aliens are also in the prison and are now up to their old tricks!

The game is a blast. On discharge, your gun will recoil. This is a cool feature which adds to the realism of this coin-grabber.

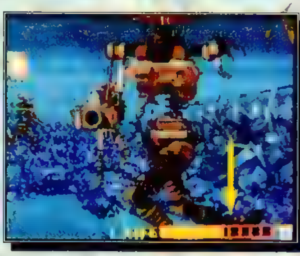
You will find yourself genuinely startled as the aliens come bounding out of their hiding places looking to kill you! The fact that you're making a fool of yourself by yelping out loud is probably the greatest thing about this game! You'll definitely feel as though you are actually living out this terrifying adventure!

You can play Alien 3 The Gun alone or with a friend. Either way you're guaranteed to have a good time with this one! Remember to be careful not to run out of ammo at a critical moment (and believe me, there are a lot of critical moments!).

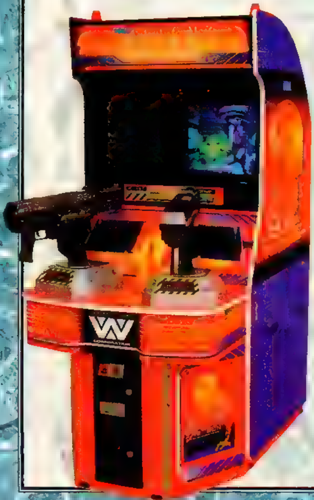
Take it from me, next time you're in your local arcade, take a good look around for Sega's Alien 3 The Gun. This is a wild game not for the faint of heart!

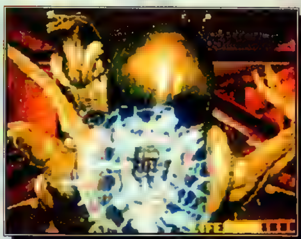


**The aliens will come at you from everywhere, so try to be ready for them!**



**Use your life meter at the bottom of the screen to gauge your damage points.**





**If the aliens get too close to you, you've had it. Use your ammo wisely!**

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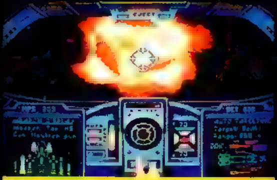

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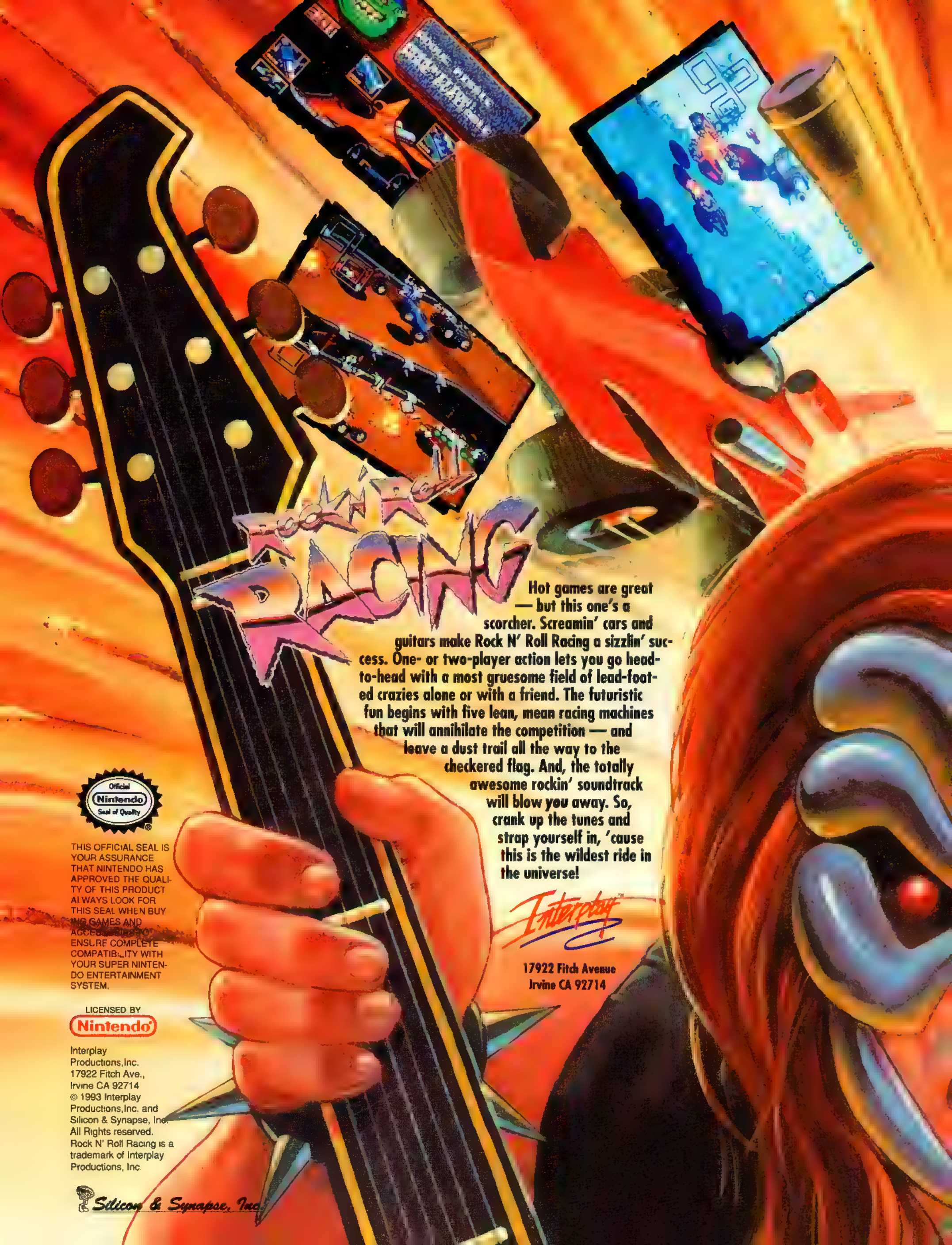

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# CRITIC'S CHOICE

"A hot racer that will knock your socks off plus great commentary by Larry Huffman! What more could you ask for?"

**Electronic Gaming Monthly**

"This game is a blast, whether you're tapping your foot to the Peter Gunn theme, sailing off the track to a fiery demise, or taking out your competition with a rogue missile."

**Game Informer**

"Rock N' Roll Racing gives you that adrenaline rush that is so seldom found in today's flashy 16 Bit games...This is what a SNES game should be."

**DieHard GameFan Magazine**

"Graphics, music, sound control and fun...it doesn't get any better than this!...Interplay is known for producing quality titles and Rock N' Roll Racing is now the best in their stable."

**DieHard GameFan Magazine**

"If you like hot, futuristic racing action mixed with heavy-duty firepower and topped off with a kickin' soundtrack, you're gonna love this one."

**Game Players Nintendo/Sega Magazine**

"From the moment the Interplay logo appears on the screen...this game has you by the intestines, and, dude, it doesn't let go!"

**Electronic Games**

# INTERNATIONAL OUTLOOK

## 21 GAMES PREVIEWED!!!

Art of Fighting, Bomberman '94, Y's IV, Feda, AX101, P-Star-End of the Millenium, Keeper, Zig Zag Cat, Shien the Blade Chaser, Soccer Kid, Pop 'N Land, Doraemon 2, Yaiba, Downtown Baseball Story, Super Chinese World 2, King of the Monsters 2, Romancing Sa-Ga 2, Bonk, Fatal Fury 2, Switch, Golden Axe 3

## INTERNATIONAL NEWS

Greetings players. I've acquired some pretty hot info this month, including an update on Phantasy Star, and an even closer look at AX 101. I was in attendance at the CSG show in Japan and was privy to some cool new carts. Almost all the game companies were there (excluding Nintendo, of course), so you can guess the size of the show—BIG!

Some cool games at the show included Kabuki Rocks, an SFC RPG by Atlus; Y's IV by Tonkin House (looks very, very hot!); a boxing title for the SFC entitled Final Knock Out by Pack-in Video; and lots of Bomberman '94 by Hudson (for the PC Engine, of course).

Outside the show, I saw some really great Neo•Geo conversions. Two of which were from Takara of Japan. King of the Monsters 2 and Fatal Fury 2 (both for the SFC) were very well done. The third was Art of Fighting. Produced by Sega of Japan, Mega Drive owners were shocked at the surprise announcement of this game.

Oh well, I think I'll take it easy with a few RPGs. So until the next deadline hits, I'll probably be glued to my machines. Lots of good stuff next month, you can count on it! See you then.

WORLD NET

**Sega of Japan**

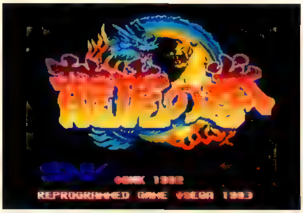
## Art of Fighting

| | |
|---|---|
| Mega Drive | |
| Fighting | |
| December | Unknown |

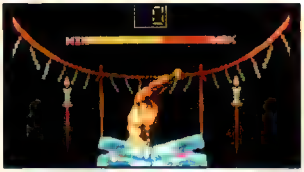
With virtually no advance warning, Sega will be releasing Art of Fighting in Japan. This should be a pretty faithful reproduction of the first 100-Meg cart from SNK. However, the zooming feature which moves in for a close-up view has been cut. (This is actually a bit of relief as the zooming could be annoying in the thick of battle. Purists, of course, will moan but I'll take playability over gimmicky effects any day.)

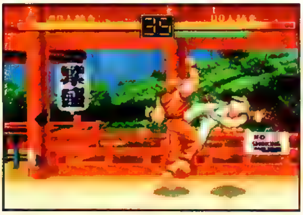
You know the plot. Ryo Sakazaki's sister has been kidnapped by the infamous Mr. Big. Now, Ryo and his friend Robert Garcia must track Big down by defeating his henchmen. By piecing together clues, they will eventually get to Mr. Big himself, but... is he truly the last guy?

Art of Fighting is a very close representation of the arcade, even without the zooming feature. The graphics are really well done. It seems that Sega has realized that Neo•Geo games are popular among game players.

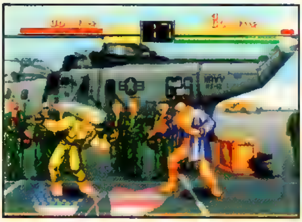


Sega of Japan surprised us all with the announcement of Art of Fighting.

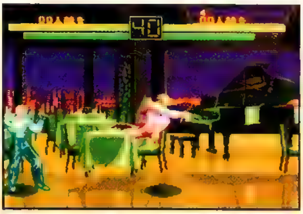




Use your special moves to take on the foes. Timing is everything.



John Crawley faces Mr. Big. Who is the strongest fighter among them?



Lee smashes right through King with his Spinning Claw Attack. It's ravaging!

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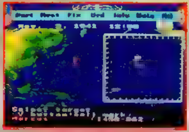
SET MILITARY OBJECTIVES.



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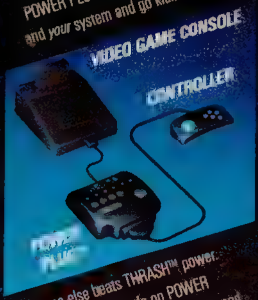

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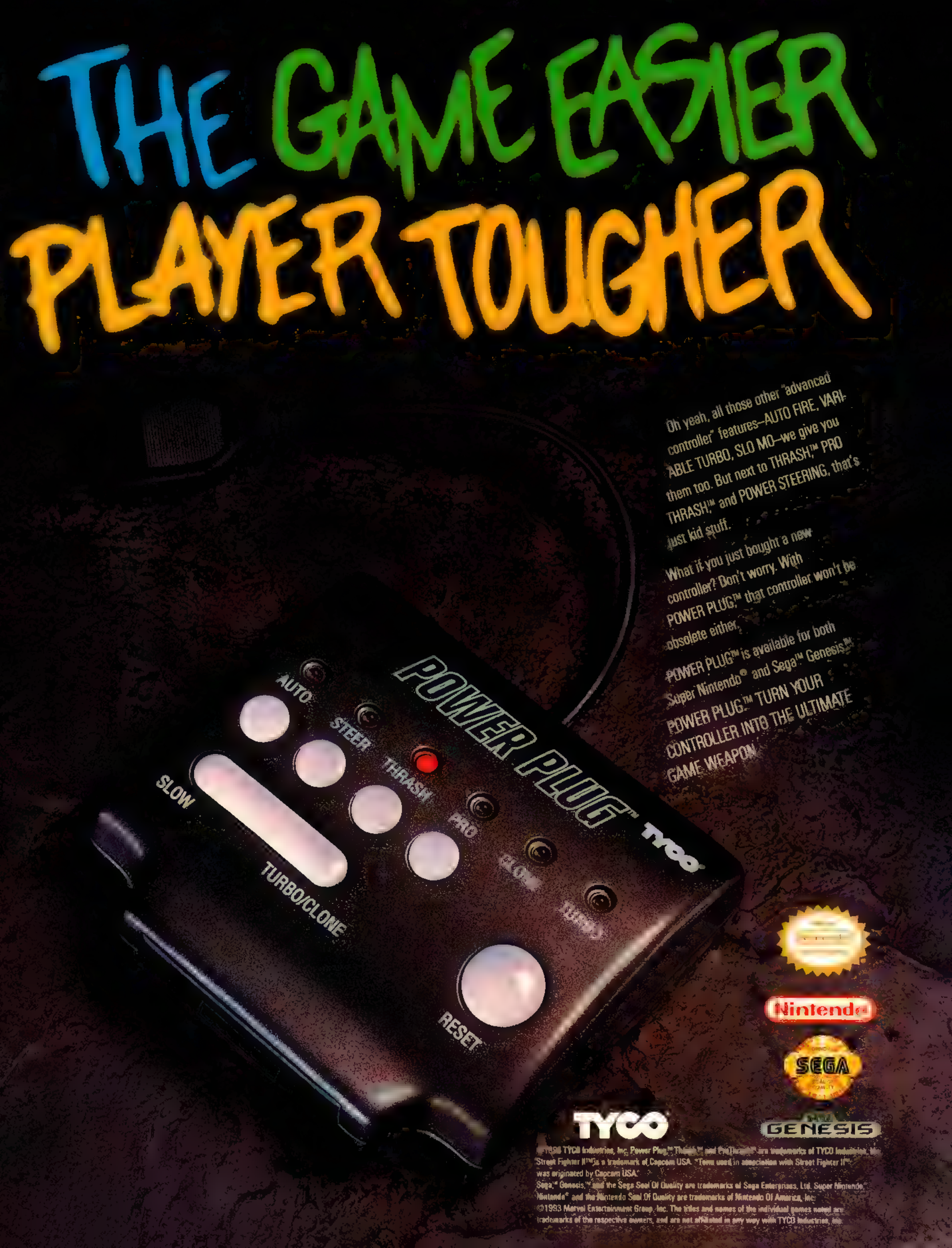
**POWER PLUG™**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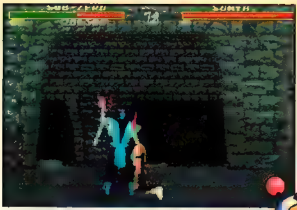
INTERNATIONAL OUTLOOK

# INTERNATIONAL NEWS

Sega Espana, Sega's Spanish subsidiary, pulled the plug on the Mega Drive version of Mortal Kombat. According to SE, Mortal Kombat's terrible violence (that caused all the consumer complaints in the States and the UK) was also likely to stir up controversy in Spain. Rather than face the music, SE decided it was smarter not to release the game at all. (So who's screaming about censorship now?)

In Japan, only the SFC, GameBoy and GG versions (all without the fatalities and excessive violence) will be released by Acclaim. The company had not yet reached a decision about the Mega Drive version, but it seems unlikely that it will ever come out at all. Mortal Kombat won't come anywhere near repeating the success it enjoyed in America. Too bad.

It seems that this time around, America has the least censorship. I never thought I'd ever be saying that. So kiddies, there are players out there who never get to play MK at home. Feel privileged to be able to decapitate someone on your Genesis' MK—it's something not many gamers will be able to do.



The violence of Mortal Kombat is being stifled around the world.

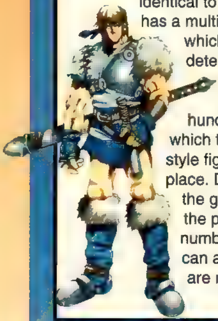
WORLD NET

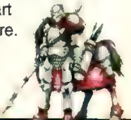
## Yanoman of Japan

## Feda

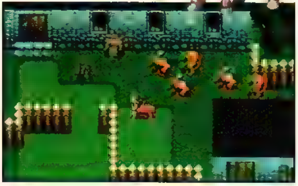
| | |
|---|---|
| Super Famicom | SUPER FAMICOM |
| RPG/Sim. | |
| Unknown | Unknown |

Here's the first SFC offering from Max Entertainment care of Yanoman. ME is the sister company to Climax Entertainment, who was largely responsible for the Mega Drive's Shining in the Darkness, Shining Force and Landstalker. In essence, this is the SFC version of Shining Force with much more depth. Although the game system is virtually identical to the MD SF, Feda has a multi-story system in which your game play determines the final outcome. This game features hundreds of maps on which the simulation-style fighting takes place. Depending how the game is played, the placement and number of enemies can also differ. There are nine endings to match your playing style. Only the best player will be crowned as Fedayeen, the ultimate title and honor as a fighter. One can only hope and pray that this cool cart makes it out over here.

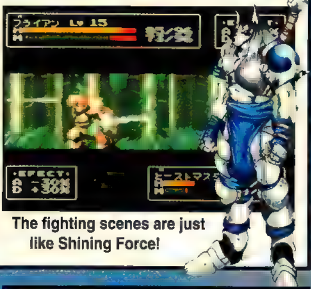




FEDA



Goblins attack the town, with you in it! Fight your way to save the village.



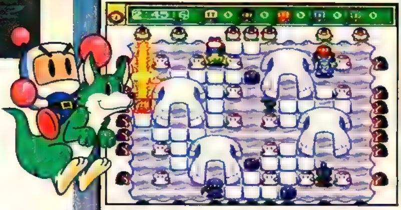
The fighting scenes are just like Shining Force!

## Hudson of Japan

## Bomberman '94

| | |
|---|---|
| P.C. Engine | PC Engine |
| Action | |
| Unknown | Unknown |

Bomberman '94 is a real blast. The best of Bomberman is here, with even more enhancements to really speed things up. There are new kangaroo-type animals that can kick blocks. This game has up to five players at the same time. This is intense!



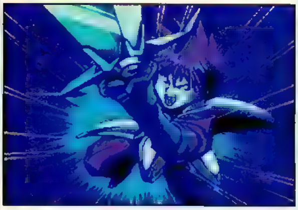
Icy igloos provide hiding spots for bombs in the new Bomberman.

## Falcom of Japan

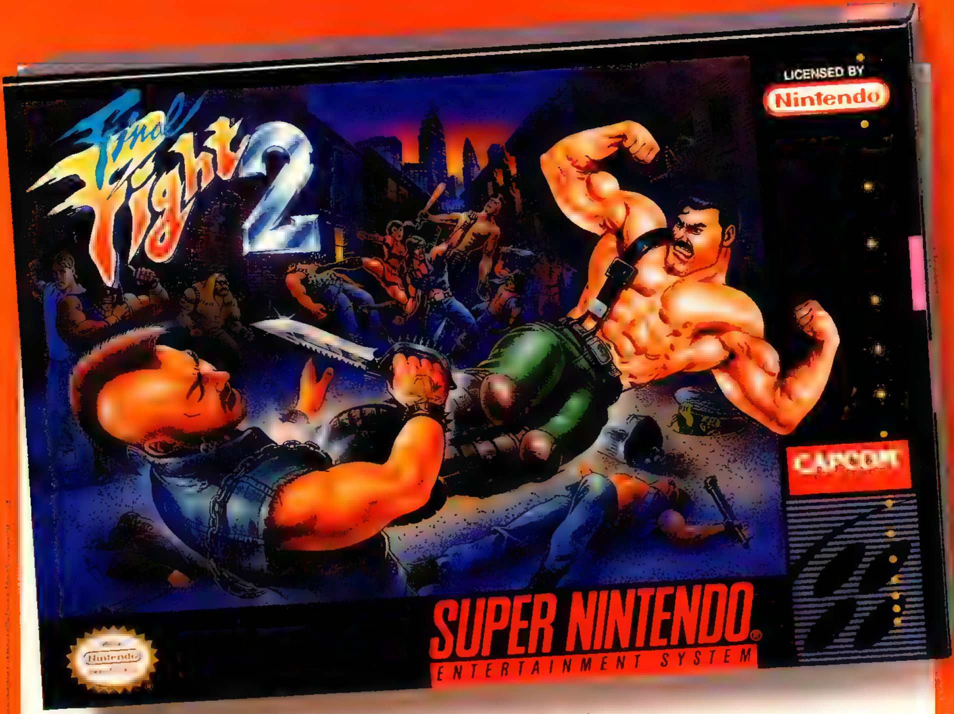
## Y's IV

| | |
|---|---|
| Super CD-ROM | CD-ROM² |
| Action/RPG | |
| Unknown | Unknown |

The Y's IV for the Super CD-ROM looks impressive so far. Terrific action-packed cinemas thrust you right into the plot. This one continues right where "Wanderers" left off. Keep looking here for more news on this awesome series.

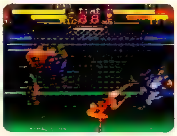


Y's IV has better cinema displays than ever before in the series.



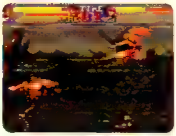
# This world tour isn't exactly a vacation.

This time the Mad Gear Gang is out to conquer the world. As insurance, they've kidnapped Genryusai and his daughter Rena. To save both, Mike and his new partners Carlos and Maki must fight through 6 levels filled with enough boss characters to kill them many times over. Whether you fight alone, or use the new two player simultaneous option, you will need your hottest moves to eliminate the Gang forever. The world depends on it.



*Haggar's headbutt and Maki's spinning handstand leave their opponents in bad shape.*

*Carlos is a real cut-up with his sword, while Haggar plans his next move*



*Haggar leaves 'em out to dry with his clothesline and Maki executes her flying kick*

**Now You Can Get Game Codes And Exclusive Street Fighter Information Anytime. Just Call 1-900-680-2583**
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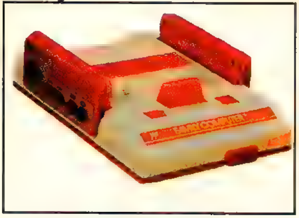
# INTERNATIONAL NEWS

Nintendo's nine year streak of increased sales and profits looks to be in trouble. In early October, Nintendo announced that the sales are expected to drop 11 percent from last year, while profits are expected to slide by 26 percent. Nintendo claimed the economic recession in Europe reduced exports because of the expensive yen, and the flagging sales of the 8-Bit machine are responsible for this decline.

But don't worry kids, Nintendo isn't about to go belly up in any great hurry. They are still projecting sales of ¥500 billion (about $4.7 billion), and profits of ¥120 billion (about $1.1 billion) for the year. These numbers indicate Nintendo's strengths are very capable. For instance, the profits alone should place Nintendo in the top 10 Japanese companies very comfortably. Plus a profitability of 24 percent is unthinkable. And finally, when you consider Nintendo has a work force of less than 900 people, the profitability per worker is phenomenal at more than $1.2 million each. There aren't that many companies turning over that kind of cash. But, is the Nintendo juggernaut finally slowing down?



Is the venerable Famicom keeping Nintendo's profits down?

WORLD NET

**Sega of Japan**

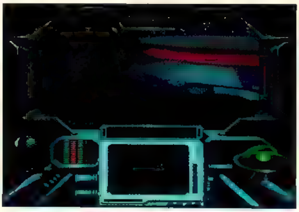
## AX 101

| | |
|---|---|
| Mega CD | MEGA CD |
| Shooter | |
| Unknown | Unknown |

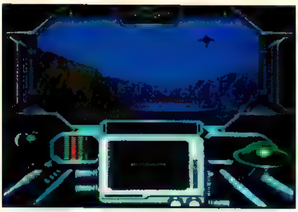
In the distant future, Earth is besieged by an intergalactic fleet of alien UFOs that rain havoc and destruction down upon mankind. Against the enormous might of the alien invaders, the only hope is AX 101, a hyper tech single seat space fighter. Once the really neat cinema demos are done (you can see futuristic cities being engulfed in devastating fire storms.), AX 101's off and flying into danger with you in the cockpit. All the game play is viewed from the pilot's seat. Rad cinematic effects are used extensively to give this game a look and feel like Sewer Shark. Sega claims they made more than 8,000 frames of high grade CG so you'll see plenty of awesome backgrounds, but be careful—if you're busy watching the scenery, the aliens will dust you in no time.

Now that we've given you a definite plot line and more pictures, you can get a better idea of how this game is played. If you liked Sewer Shark, well then, you'll love this one, too!

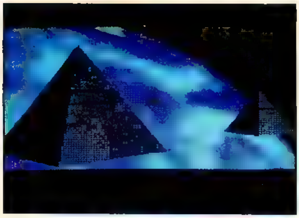
We'll keep you posted on how this super shooter is shaping up, so stick with us!



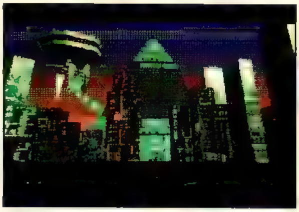
Immediately after takeoff, you will face the might of the alien armada.



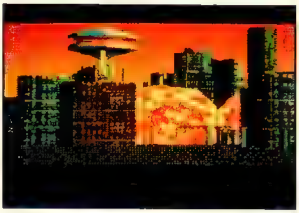
Pursue the enemy to the mountains. It's there that you will face him.



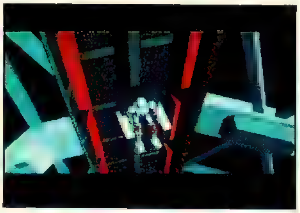
The alien fortresses loom menacingly overhead, ready to deal death.



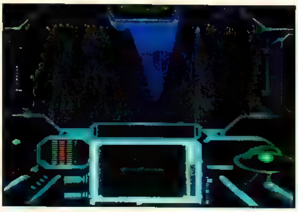
The once peaceful cities will soon erupt into total chaos. The rigors of war...



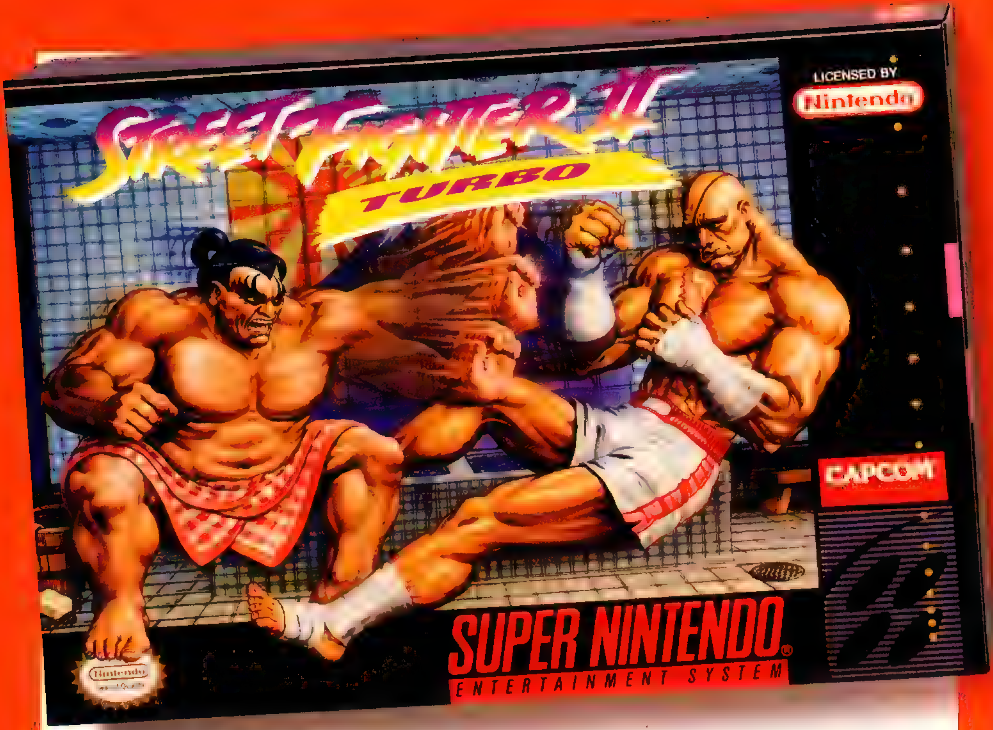
Destruction meets the helpless people of the Earth. You must save them!



Prepare for takeoff. The AX 101 is prepped and ready to go.

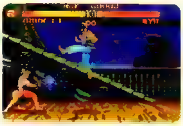


Don't hit the cliff faces or you'll lose a lot on your shields. Ouch!



**You've got to be fast to last.**

In Street Fighter II Turbo, slow doesn't go. Because extensive training has not only made the 8 fighters and 4 grand masters faster and stronger. It's given them a whole new arsenal of kicks, punches and special moves. Get revved for 78 possible matches, where if you're not fast, you'll never know what hit you.



*Ryu must blow out Chun Li's new fireball move with his new mid-air hurricane kick.*

*Dhalsim executes his Yoga Teleport to avoid getting burned by M. Bison's psycho crusher.*

*In Las Vegas, tonight's fight is Blanka's new vertical ball versus Vega's claw.*

Now You Can Get Game Codes And Exclusive Street Fighter Information Anytime. Just Call 1-900-680-2583.
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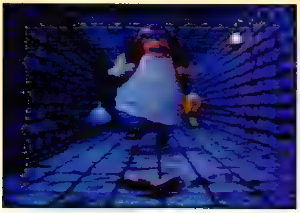
# INTERNATIONAL NEWS

The neat commercial for Chun Soft's *Torneko's Big Adventure*, a nifty dungeon-exploring RPG starring Torneko of *Dragon Quest IV* (Dragon Warrior IV), was recently aired in Japan. Clocking in at a long (for Japan) 30 seconds, this commercial is almost entirely composed of high grade claymation footage. To get the action to look smooth and realistic, the producers used 24 frames a second. Because of the fine details and the fluid claymation, the producers could only film four seconds worth of footage per day. No doubt the cost was astronomical, probably much more than the cost of producing the usual drecky Japanese TV shows during which this was broadcast!

Torneko bids his family farewell, before he heads into a cave.

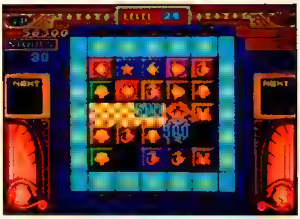


After falling down a hole, Torneko finds himself chased by familiar bad guys.

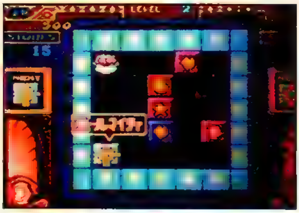
WORLD NET

| Datam Polystar of Japan | |
|---|---|
| **Keeper** | |
| Super Famicom | |
| Puzzle | |
| December | Unknown |

From Datam Polystar comes a cute puzzle game that isn't another cheesy remake of Tetris. The object is simple. Help Keeper, a weird creature that looks like an egg-shaped rabbit, push blocks around a five-by-five playing field. When three or more blocks of the same color are grouped together, they disappear. In the meantime, fresh blocks constantly appear, so Keeper has to be light on his feet. Two players can also play, either cooperatively or head-to-head. Although the concept is simple, it's also very addictive, which is how all puzzle games should be. Keeper will keep puzzle fans happy.



Match columns of blocks to make them disappear. You'd better be quick!



Two players can work together or against each other.

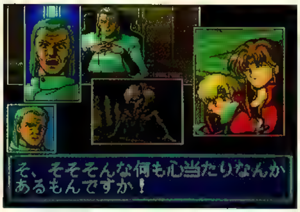
| Sega of Japan | |
|---|---|
| **P-Star- End of the Millennium** | |
| Mega Drive | |
| RPG | |
| December | ¥8,800 |

Originally being developed as Phantasy Star IV, this huge 24-Meg RPG has been renamed to link it with PS2, which is a prequel to this game rather than PS3. (PS3 is considered a side-story rather than a sequel to 2.)

The story takes place a thousand years after the destruction of Mother Brain by the heroes of Phantasy Star 2. The world is now slowly being consumed by deserts, the dwindling populations have been forced into only a few small oasis towns.

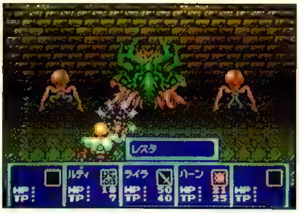
The hero is a young boy named Rudy, who, together with Leila, must operate as monster hunters. The two must conquer many foes in this desolate world.

Lots of new features, with vehicles like the Land Master and the Ice Digger, add to this mammoth RPG making it an interesting game.

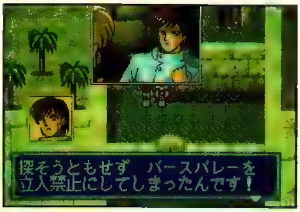


そ、そそそんな何も心当たりなんかあるもんですか！

Get your assignment from the elder to clear out the monsters.



The academy has been overridden by monsters. You must find out why.



探そうともせず　バースバレーを立入禁止にしてしまったんです！

Acquire as many companions as you can. There's always safety in numbers.

# COMING SOON....

LICENSED BY
Nintendo
ULTIMATE FIGHTER™
WITH 12 MEGS OF POWER, 8 FIGHTING STYLES AND OVER 150 INDIVIDUAL TECHNIQUES, THIS IS THE ULTIMATE FIGHTING GAME AROUND.
CULTURE BRAIN™
Official Nintendo Seal of Quality
SUPER NINTENDO ENTERTAINMENT SYSTEM
ULTIMATE FIGHTER™
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# INTERNATIONAL NEWS

Even before the launch of the Super Famicom in late 1990, doom sayers claimed that the 8-Bit Famicom was dead. The original blocky red-and-white FC confounded them all by slugging it out for several more years, including selling close to a million units the year after the SFC's launch (making it the second highest selling game system. It was behind only the SFC, blowing away Mega Drive and PC Engine). It finally appears the prophets of doom are going to get to gloat. The FC market in Japan is rapidly drying up. The numbers of new software releases have dwindled to a trickle of just a couple of games a month. A growing number of wholesalers no longer carry Famicom software, which makes it hard to find games in shops.

A good indication of the eroding demand of FC software is the plummeting prices of used FC games. Most used titles can be obtained for under ¥1,000 (about $9.50), with the prices dropping to ¥200 for older carts without boxes. For instance, I picked up Castlevania 2 and Super Mario Brothers for less then what I'd pay for the average burger. The prices

CONTINUED ON THE NEXT PAGE

The announcement of the new Famicom was to breath new life into the 8-Bit.

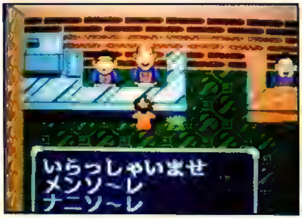
WORLD NET

**Den'z of Japan**

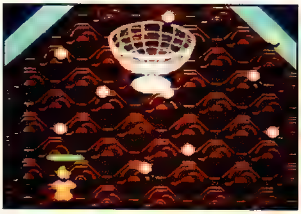
## Zig Zag Cat

| Super Famicom | |
|---|---|
| Action | |
| February | Unknown |

The first game by the brand new Den'z label takes the classic concept of *Breakout* and cranks it up to suit today's gamers. The game stars a young boy who works as an astro-cop. His partner is a strange cat that rolls around breaking obstacles and punishing peculiar aliens that have invaded the space colonies. The boy has to bounce the cat upward, using a special tray and the cat ricochets around the screen. There is also plenty of neat items you can obtain that allow you to control the cat's trajectory. Although the idea isn't new, the game's simplicity makes it really addictive. It brings back memories.



Buy special items that allow you to control your weird bouncing cat.



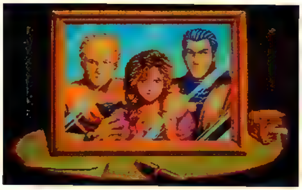
Keep the tray under that cat, so he may bounce back up to hit enemies.

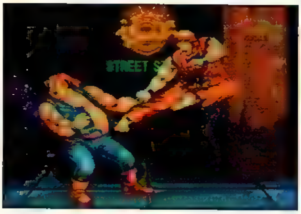
**Hudson of Japan**

## Art of Fighting

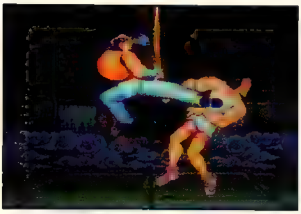
| Super CD-ROM | |
|---|---|
| Fighting | |
| Unknown | Unknown |

This is shaping up to be the most faithful translation of the punishing one-on-one brawler from SNK. It's designed for use with Hudson's huge 16-Megabit Arcade Card which should be available in Japan in December. Using the Arcade Card and the Super CD-ROM's combined 18-Megabit memory, graphic and audio quality should be spectacular with minimum stoppages for disk access. (With World Heroes 2 and Fatal Fury 2 also on the way, it should be called the SNK card.)

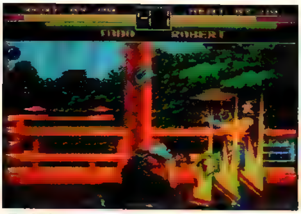




Ryo kicks Jack Turner, rendering him to a useless sack of flesh.



Robert Garcia uses one of his powerful Jump Kicks on poor Micky Rodgers.



Todo is a powerful foe. His deadly Blade Attacks can take out most foes.

# The Legend Continues . . .

**With 4 game modes, 4 legendary adventurers at your command, and 4-player action . . . *Gauntlet IV.***

The newest chapter in the ultimate fantasy adventure is also the first game to take advantage of the new Genesis™ 4-player adaptors.

**Arcade Mode** recreates the original arcade hit.

**Quest Mode** takes you—and up to 3 other players—on the adventure of a lifetime. Intense role-playing action leads to the mystery at the heart of *Gauntlet IV*.

**Battle Mode** pits up to 4 players against each other in nonstop medieval combat.

**Record Mode** is a battle against the clock—hone your adventuring skills as *Gauntlet IV* stats measure how fast and skillfully you advance.

*Gauntlet IV*. . . . Set out on the action-packed adventure of a lifetime. And bring your friends!

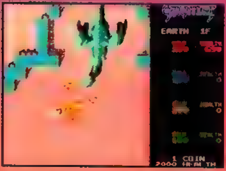
SEGA
GENESIS
GAUNTLET IV
TENGEN
MANUFACTURED FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM
GA

LEVEL 9
PUSH START2
1 COIN
2000 HEALTH

Choose your path carefully—that door could be the last you ever open. Boo!

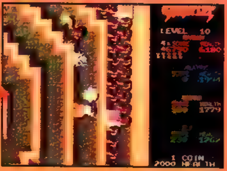
LEVEL 10
PUSH START2
1 COIN
2000 HEALTH

[illegible]


EARTH 1F
1 COIN
2000 HEALTH

[illegible]

First Game Available for Genesis 4-Player Adaptors


LEVEL 10
1 COIN
2000 HEALTH

[illegible]

GAUNTLET IV

MULTI-PLAYER TEAM PLAYER ADAPTOR

4 WAY PLAY

OFFICIAL SEGA SEAL OF QUALITY

TENGEN VIDEO GAMES

GENESIS™

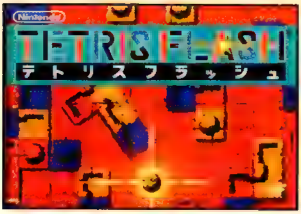
# INTERNATIONAL NEWS

of even the most popular FC games has been recently cut by at least 30 percent. Even the shopkeepers admit sales of FC games are very slow.

The new crisply modernized Famicom seems like a last ditch effort by Nintendo to breathe some life into the quickly cooling market. To compound the problem, its release date was put back from October 21 to mid-December to make changes for accepting the SNES audio and video cables. Although the retail price was dropped from ¥9,000 (about $85) to ¥7,000, the new FC looks to be a case of too little too late.

No doubt Nintendo will support the relaunch of the 8-Bit system with some decent games, but of their recent FC games, only Kirby racked up serious numbers. Tetris Flash, which was released before the original relaunch date, appears dead certain to never achieve Nintendo's target of a million units. It shipped just 140,000 units to start, and even those are moving slowly despite being discounted 30 percent. Not a very good sign at all. It could only get worse.

So farewell Famicom, thanks for the memories and the good times. Now where's Project Reality?



Tetris Flash was supposed to be a hit. Unfortunately, it wasn't. A bad omen.

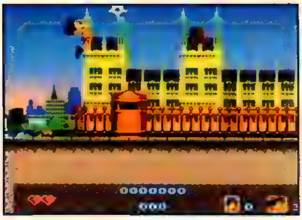
WORLD NET

**Yanoman of Japan**

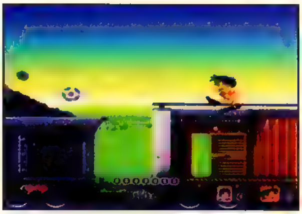
## Soccer Kid

| | |
|---|---|
| **Super Famicom** | |
| **Action** | |
| **December** | **Unknown** |

In 1994, at the Soccer World Cup Final, a UFO steals the coveted Cup right before the eyes of millions of spectators from around the globe. While trying to ascend with the Cup, the UFO crashes into a satellite and explodes. In the explosion, the Cup is broken into five pieces and becomes scattered around the world in such places as New York, Rome, the Red Square and even a battleship. In this side-scrolling action game, the hero has to fight some goofy aliens with his trusty soccer ball and retrieve the Cup. The story is really out there. But hey, the action is cool, so check it out.



Find some of the Cup in the city of London. Watch out for aliens, though.



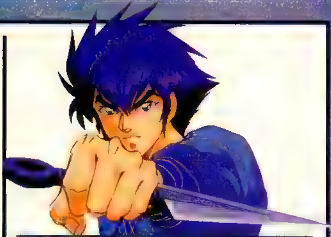
While kicking around a soccer ball on a train isn't advisable, it is still fun!

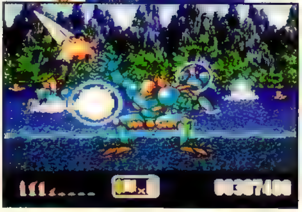
**Dynamic Kikaku of Japan**

## Shien the Blade Chaser

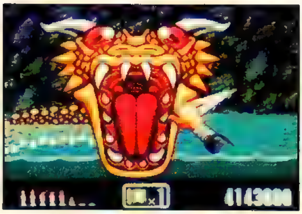
| | |
|---|---|
| **Super Famicom** | |
| **Action** | |
| **March '94** | **Unknown** |

Here's the first game designed by Go Nagai, the famous Japanese *manga* and *anime* artist best known for Mazinger Z (the robot that stars in Mazin Saga). The story is about Shien, a ninja in feudal Japan, who has to travel through time to save his kidnapped girlfriend. The game is played entirely from the first-person point of view. Enemies up close have to be hacked away with a dagger, while foes in the distance are picked off with shuriken stars. This is a completely unique mouse game.

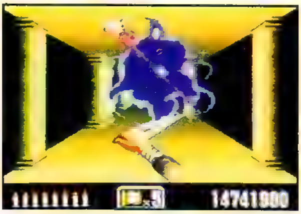




Slice the enemies apart with your knife, before they cut you open.



Talk about bad breath, these monsters can be really nasty!



Haunted chambers must be cleared before you can rescue your girlfriend.

# HERO MATCH-AND-WIN

## YOUR MATCH-AND-WIN CONTEST NUMBER IS:

# 6347922

TO FIND OUT IF YOUR CARD IS A WINNER, GO TO YOUR LOCAL COMIC BOOK STORE AND ASK TO SEE THE SPECIAL HERO MATCH-AND-WIN POSTER. OR CALL 1-800-321-HERO FOR THE LOCATION OF THE COMIC STORE NEAREST YOU!

Id# - HR837

RULES & REGULATIONS:

1. There is no purchase necessary to enter. Only 1 entry per household. For a free contest card send a S.A.S.E. to: Send Me My Match-and Win Card; 1920 Highland Ave. Suite 222, Lombard, IL 60148, by December 31, 1993.
2. To enter the contest match the number on the front of the card to the official contest poster found at your local comic book store. To find the store near you call 1-800-321-HERO or send a S.A.S.E. to the above address for a listing of the winning numbers.
3. The prizes are: 1) 1 Super Street Fighter II Machine. Approximate Retail Value $3000.00. 2) 1 Sensation Comics #1 Approximate Retail Value $5000.00. 3) 10 Street Fighter II Turbo cartridges for the SNES. Approximate Retail Value $70.00. 4) 10 Misc. DC Comics Prizes. Approximate Retail Value $25.00. 5) 10 Misc. Marvel Comics Prizes. Approximate Retail Value $25.00. 6) 10 Misc. Valiant Comics Prizes. Approximate Retail Value $25.00. 7) 10 Misc. Image Comics Prizes. Approximate Retail Value $25.00. 8) 10 Misc. Malibu Comics Prizes. Approximate Retail Value $25.00. 9) 100 HERO T-Shirts. Approximate Retail Value $15.00. 10) 200 HERO Platinum Premiere Editions. Approximate Retail Value $20.00.
4. Contest is open to all residents of the United States and Canada except employees of Sendai Media Group or its affiliates and immediate family members, or any employees or family members of any of the companies who are supplying prizes for this contest.
5. Odds of winning are as follows: Super Street Fighter II Arcade Machine or Sensation Comics #1 — 1 in 700,000: Super Street Fighter II Turbo for SNES, Misc. DC Prize, Misc. Marvel Prize, Misc. Valiant Prize, Misc. Image Prize, Misc. Malibu Prize — 1 in 70,000; HERO T-Shirt — 1 in 7000; HERO Platinum Premiere Edition — 1 in 3500.
6. Offer is void where prohibited and subject to all federal, state, and local laws. Taxes on prizes are the responsibility of the prize winners. No prize substitution. No cash alternative. No photocopies of this card will be accepted. Card must have ID# intact. Contest ends March 31, 1994.

**Winners, please fill out the information below completely and send to:**
**HERO Match-and-Win; 1920 Highland Ave. Suite 222, Lombard, IL 90148**

Name

Address

City, State, Zip

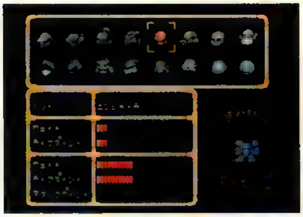
Phone

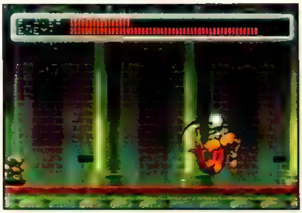
### Sur de Wave

## Pop' N Land

| | |
|---|---|
| Mega CD | |
| Action | |
| December | Unknown |

This games adds a new twist to the tried, tested and perhaps tired field of side-scrolling run-and-jump games pioneered by Mario and company. What's cool about this game is its ability of customizing the player's character. You get 16 choices of each body, head and weapon that can be freely combined—it's possible to put together 4,096 different combinations, so you can enjoy this game in many ways. Some combinations will be great, and others will be totally worthless. This game has 15 cute and colorful stages, each with a unique Boss. You'll be playing this cart for a long time. It's fun.


Mix and match. Put together the ultimate body or just experiment for fun.


Creepy Bosses will be found at the end of each of the levels. Beware!

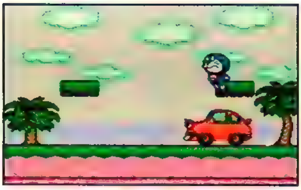
### Epoch of Japan

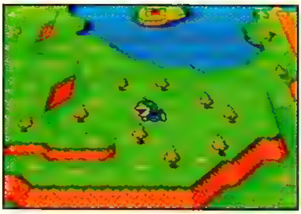
## Doraemon 2

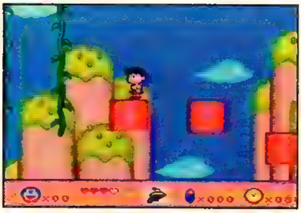
| | |
|---|---|
| Super Famicom | |
| Action | |
| December | Unknown |

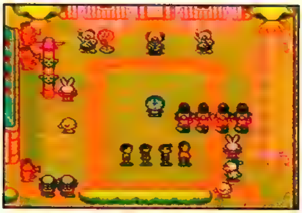
Doraemon, a blue cat without ears from the 21st century is probably the most recognized Japanese anime character of all time. Since first appearing in the '70s, the series has almost continued without interruption. There are many movies and manga comics about this blue furball, and now he's in his own games.

This time he's in a world of toys to rescue a kidnapped girl. Doraemon and his five friends (including his sister Dorami) have to fight toys gone bad. A real treat for anime fans.



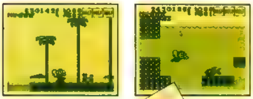

Fly around the world, via Mode 7 effects, just like the first game.

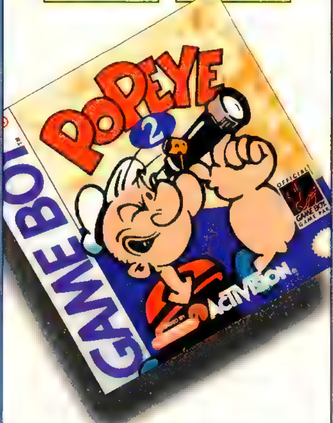

Doraemon's friends can play, too! You can control his friends!


Search around for the kidnapped girl. She's around here somewhere!

EAT YOUR SPINACH

Gobble up the green stuff for super socking power 'cuz Popeye 2 is tough to beat! Battle Bluto and lots of pesky pests as Popeye sails the seas, dives through shark-infested water and creeps through caves to find hidden treasure and save the lovely Olive Oyl! It's 1 or 2 player, action-packed fun from Activision, only on your Nintendo Game Boy system.





ACTIVISION®

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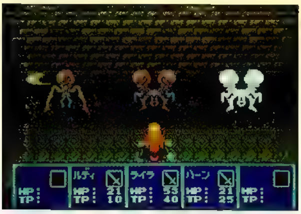
# INTERNATIONAL NEWS

A huge battle is shaping up for the Japanese this Christmas season between big RPGs: Nintendo's Fire Emblem, Enix's Dragon Quest 1&2 coupling, and Square's Romancing Sa-Ga 2. The simulation-RPG, Fire Emblem, will be the first out of the gate when it hits the shops on Dec. 14 as the first ever 24-Meg cart for SFC. Just four days later DQ 1&2, the 16-Bit translation of the widely popular 8-Bit versions will be released. Square's RS2 is also slated to appear sometime in December. All of these RPGs are expected to rack up major sales of over a million each. For example, there is no doubt about the success of the 16-Bit DQ 1&2 as the FC versions of DQ 1 and 2 together achieved sales of close to four million units, while DQ5 (the only SFC game in the series) sold close to 3 million last year. Furthermore, FE and RS2 have hard-core fan support from rabid Nintendo and Square freaks. It should be interesting to see how Sega's newest Phantasy Star will stack up against these monster titles. (Because the Mega Drive's market share is about a third of the SFC, PS will face a great challenge, indeed.) It truly is the war of the RPGs.


Will the new Phantasy Star be forgotten in the tide of great RPGs?

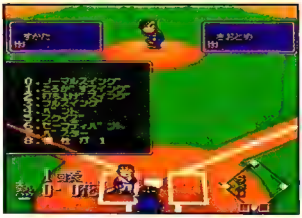
WORLD NET

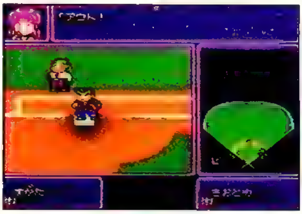
**Technos of Japan**

## Downtown Baseball Story

| | |
|---|---|
| Super Famicom | SUPER FAMICOM |
| Sports | |
| December | Unknown |

Better known as Crash 'n the Boys in America, the gang takes on all corners of baseball. (Why don't they duke it out with other street gangs? But games in this series always try to have the heroes settle their differences in sports like dodge ball, basketball, hockey... you name it.) Unlike 'real' baseball simulations, all the characters have power moves like fireballs and pitches that split into three. If you're looking for a realistic game, you won't find it here. But if you're up for cool and exciting sports action, this is the ticket. I wonder what the next war of Crash 'n the Boys will be like?


Each character has special moves to use that can win the game.

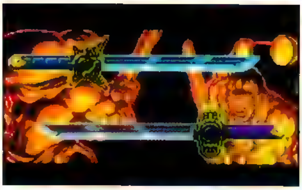

Players can steal bases, but if they're caught, they could be forced out.

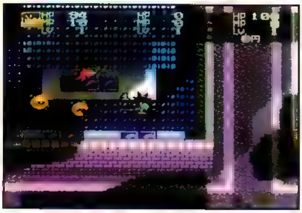
**Banpresto of Japan**

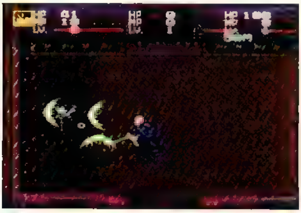
## Yaiba

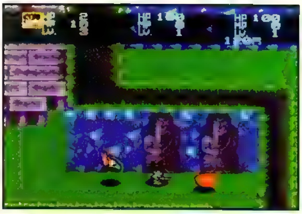
| | |
|---|---|
| Super Famicom | SUPER FAMICOM |
| Action/RPG | |
| December | ¥9,800 |

Yaiba, a sword-wielding boy from the popular manga comic and anime, hacks his way onto his own RPG. Fight alone or supported by any one of six characters controlled by a friend or the computer. You must recover seven magical orbs which power your sword, but the forces of evil are trying to use them for world domination. With its long arduous quest, and distinctive Japanese flavor, anime fans and RPG freaks will be pleased with this cart. Just wait till you see your awesome magic spells...




Travel to the lost depths of a dungeon. Fight onward and swing your sword.


The enemies will get bigger and tougher. It's good to have a friend along.


Search for the entrance to the catacombs below. Is the orb nearby?

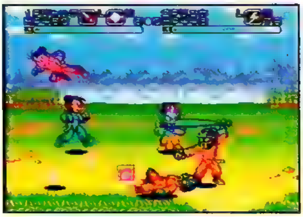
**Culture Brain of Japan**

## Super Chinese World 2

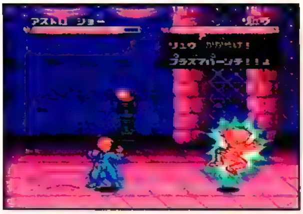
| | |
|---|---|
| Super Famicom | |
| Action/RPG | |
| October | Unknown |

Jack and Ryu are back in their second action-packed outing on the SFC. This time it's an action/RPG with a twist—the heroes wander about in the typical RPG style, but when they are attacked, the cart resorts to a side-scrolling action sequence. Jack and Ryu can use weapons like swords and nunchukas, along with items that restore hit points. Overall, there's over 70 kinds of enemies and over 600 moves to perform! With this type of action, this cart should turn a few heads.

There's also a One-on-One Mode that lets you use the Boss characters, too! Overall, it's very impressive.



The side-scrolling elements will test your game-playing skills.



Use special moves to take care of the Bosses. They show no mercy!

**Takara of Japan**

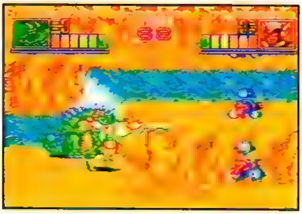
## King of the Monsters 2

| | |
|---|---|
| Super Famicom | |
| Action | |
| Unknown | Unknown |

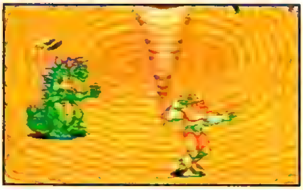
Takara is well known for their translations of some of the more popular Neo•Geo titles. Their latest is King of the Monsters 2, an all-out battle of monster vs. monster.

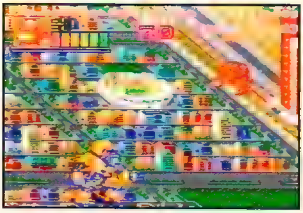
This near exact replica features Astro Guy, Woo and Geon, the only survivors of the first monster war, against an alien menace. The stakes are all the lives on planet Earth, so you must succeed.

King of the Monsters 2 looks almost identical to the original, plus the music is great. With two players, it's a treat.

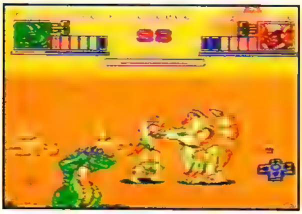


Make your way to the Grand Canyon, and seek out the Boss monster.





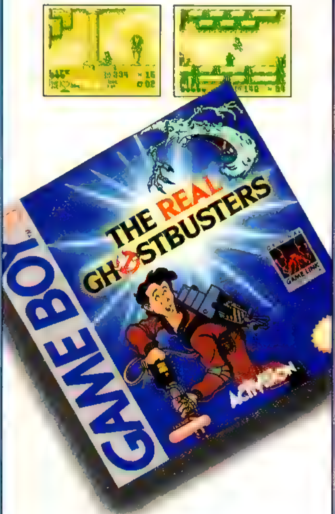
Woo faces the vicious alien brain, but will he survive the battles ahead?



The Bosses are tough, and they will absorb a lot of hits before they die.

RAISE YOUR SPIRITS

It's fiendish fun for everyone with The Real Ghostbusters. Look for hidden keys and secret passages in the haunted mansion while fighting off fearsome phantoms and neutralizing negative auras through 51 challenging levels! The Real Ghostbusters. Outrageous, hair-raising fun from Activision, only on your Nintendo Game Boy System.



ACTIVISION®

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# INTERNATIONAL NEWS

With the continuing success of J-League, Japan's professional soccer league, many corporate sponsors have stepped forward to offer their support. Sega and Bandai are already the proud sponsors of two of the teams. Not to be outdone, Capcom and Nintendo also announced their intention of co-sponsoring teams to enable them to join the pro-league. Capcom will be co-sponsoring a team in Osaka with Yanmar (a heavy vehicle maker), while Nintendo will co-sponsor a team in their hometown of Kyoto together with Kyocera (a high-tech equipment maker). Both the Capcom and Nintendo sponsored teams are planning to join J-League in '95. When that happens, Sega, Nintendo, Capcom and Bandai will be going at it not only on the playing field, but naturally on the video game carts as well. (Whole slews of J-League games have already come out by companies like Namco, Hudson, Sega and Game Arts). When the 1995 versions of the J-League games come out, you can bet all the teams will be represented. This should really be interesting. Will makers deliberately cripple teams sponsored by their opponents or enemies?

Soccer is fast becoming a battleground between the video game companies.

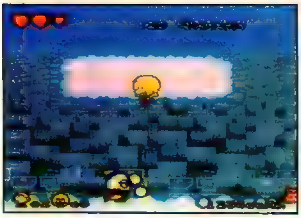
WORLD NET

### Hudson of Japan

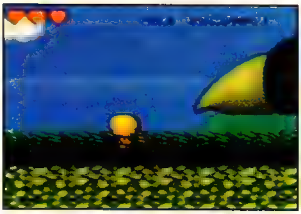
## Bonk

| | |
|---|---|
| Super Famicom | SUPER FAMICOM |
| Action | |
| Unknown | Unknown |

The hard-headed prehistoric dude comes...uhhh...bonking onto the SFC. After debuting on the PC Engine, the hairless one has popped up in all sorts of guises including starring in his own Famicom and GameBoy games. Although details about his latest adventure are still unknown, it's obvious that Bonk will be cutting some major Mode 7 mayhem in the side-scrolling action of his new game. This should be a real winner with lots of cutesy enemies and wacky traps. Bonk is a popular character and just perhaps, it may come out in the States. Let's hope that it does. Bonk games are always fun!



You can still hover in the air by hitting the buttons. A simple but useful trick.



Dinosaurs aren't extinct in Bonk's world. Don't get stepped on or that's it!

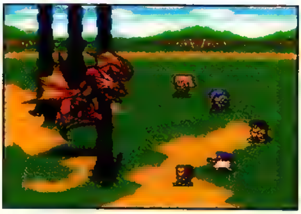
### Square of Japan

## Romancing Sa-Ga 2

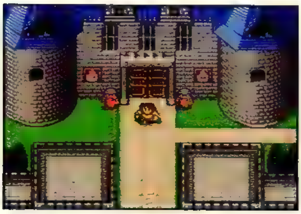
| | |
|---|---|
| Super Famicom | SUPER FAMICOM |
| RPG | |
| December | ¥9,900 |

Square, known for their superb *Final Fantasy* RPGs and the excellent Secret of Mana, looks set to rack up another million sellers this Christmas in Japan. In this big RPG, the player gets to choose what he or she should do, rather than follow a pre-set sequence of events like the typical Japanese RPGs. For instance, the player's party of characters can be asked to slay a dragon that is tormenting a village. It's entirely up to the player to decide if he wants to be a hero and slay it, or be a wimp, and just run away. All sorts of decisions are entirely up to the player.

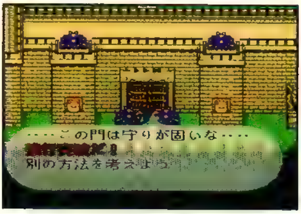
As the sequel offers twice the amount of memory as the 8-Meg original, there is twice as much stuff to find. Also, there are over 200 side characters who can join you! Even better, your main character can die of old age! Definitely an RPG I'm waiting for.



Use your magic to tackle the vicious monsters, or you'll lose the battle.



Start your quest alone, but you're sure to find 200 people willing to join you.



・・・・この門は守りが固いな・・・・
[illegible]
別の方法を考えよう

Like any RPG, be sure to talk to everyone you meet, or you'll miss info.

**Takara of Japan**

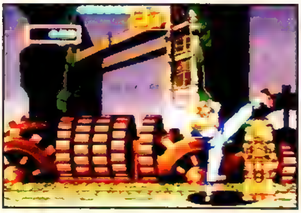
## Fatal Fury 2

| | |
|---|---|
| **Super Famicom** | |
| **Fighting** | |
| **Unknown** | **Unknown** |

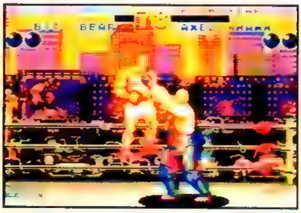
This is it! Fatal Fury 2 is almost finished, and it's on its way to the Super Famicom. This is as close as you can get to SNK's awesome fighting cart without buying a Neo•Geo. All the characters are here from Andy to Jubei. Each character's moves are intact and most of the voices can be heard. If you don't own a Neo•Geo, this is one fighting cart you'll probably love.

Wolfgang Krauser is challenging all the fighters around, to prove who is the greatest. Stepping forward are Andy and Terry Bogard, along with Joe Higashi, the three powerhouses from the original Fatal Fury. Added to the cast is Mai Shiranui, Jubei Yamada, Kim Kapwan, Cheng Sinzan and Big Bear. There are also four terrible Bosses who will tear you to pieces! Fatal Fury 2 has it all.

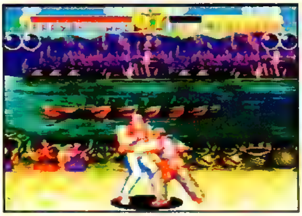
Takara of Japan has done an excellent job translating Fatal Fury 2 to the Super Famicom. Like I said, if you don't have a Neo, try this cart when it's available. You won't be disappointed with the results. What more can I say? This game is great.



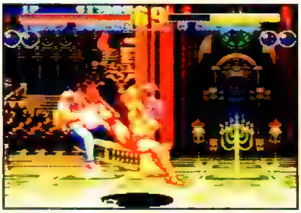
This is one of the bonus rounds. Destroy the blocks quickly!



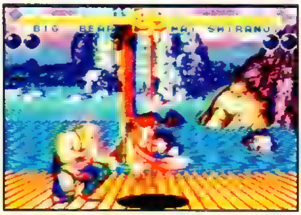
Big Bear takes on Axel Hawk and wins with his terrible choke hold.



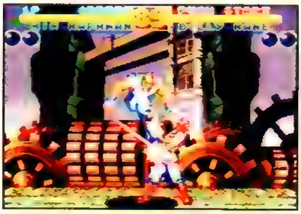
Kim wallops Terry and throws him with one of the many combos.



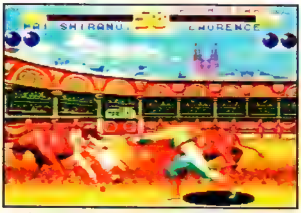
Wolfgang Krauser is the ultimate warrior. Can you dethrone him?



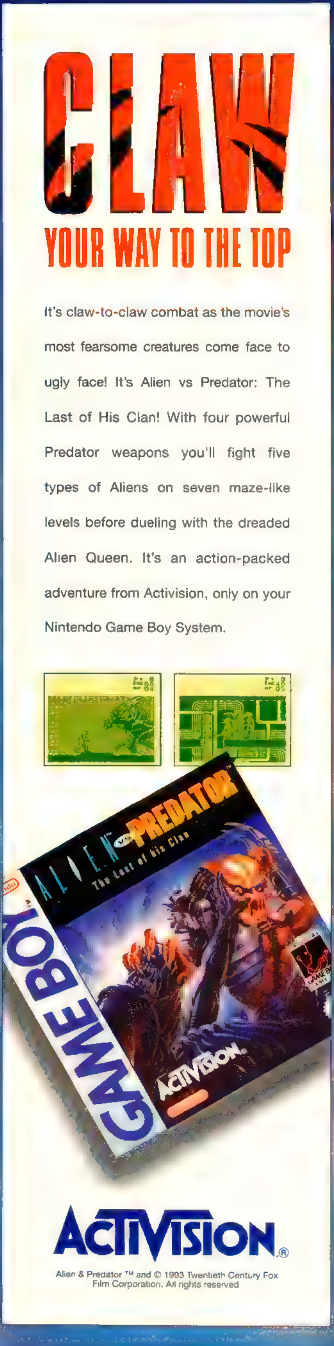
Mai Shiranui has a few special moves up her sleeve that give her power.



Billy Kane has a weak defense against aerial attacks. Take advantage!



Lawrence Blood stabs Mai with his sword. What a way to go!


CLAW
YOUR WAY TO THE TOP

It's claw-to-claw combat as the movie's most fearsome creatures come face to ugly face! It's Alien vs Predator: The Last of His Clan! With four powerful Predator weapons you'll fight five types of Aliens on seven maze-like levels before dueling with the dreaded Alien Queen. It's an action-packed adventure from Activision, only on your Nintendo Game Boy System.

ACTIVISION®

Alien & Predator ™ and © 1993 Twentieth Century Fox Film Corporation. All rights reserved

# Play With Putty, And

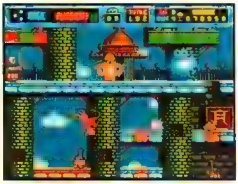
THE
STRETCH!

Bounce, bash, squash, and stretch through six levels and 20 worlds of the looniest universe ever, complete with wild music, sound effects and voices! Change into other critters to gain extra powers! But watch out for Putty's 40 fearsome foes, including Dazzledaze and Dweezil. They're the nastiest nightmares a blob of putty ever had.

Stre-e-etch and slide your way through each zany zone!

Sock your enemies with a patented Putty-punch!

Change into other critters to gain extra powers!



Pop like a balloon to blow everyone away!

# You'll Get Popped!

THE SWITCH!

THE Splatter!

SUPER PUTTY

SYSTEM 3 PRESENTS
SUPER PUTTY
LICENSED BY
SUPER NINTENDO
ENTERTAINMENT SYSTEM

U.S. GOLD

SYSTEM • 3

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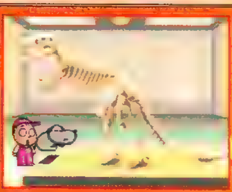
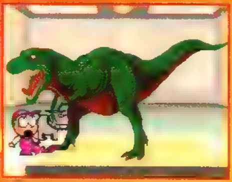
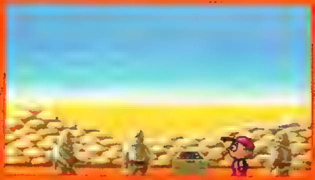
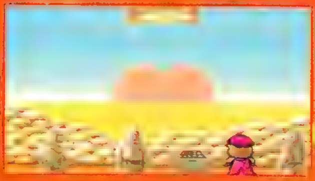
MEGA CD MEGA CD ROM







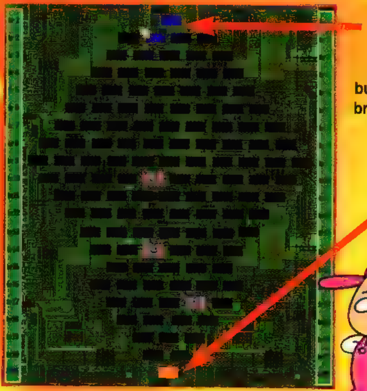


# SWITCH

Controlling the world is a series of switches. One wacky day it seems all the switches have gone berserk. Now, it's up to a young boy to find the master switch and restore the world to its normal state.

The risque humor of Switch will keep you laughing throughout the length of the game. This is one bizarre adventure! Switch places you in a room with a number of switches. Only one switch will give you the exit to the next room, and the others will create havoc. If you screw up too many times, you can create irreversible damage around the world.

If you want to laugh, Switch will do the job. The hilarious events are great. There has never been a game quite like this!

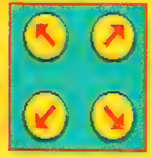


## THE CIRCUIT MAP

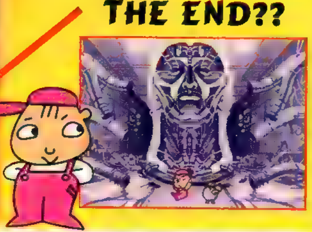
Find your way to the bottom to finish the game. Sounds simple? It isn't!

## START

At first you only have four choices, but your options will broaden. Sometimes the paths will take you backward.



## THE END??



**THE GOOD**

This game is intrinsically strange. Anyone who is weird, or has a perverse sense of humor, will like it.

**THE BAD**

After you've seen all the animations and levels, the excitement tends to taper off.

**THE UGLY**

Seeing talking hippos, severed heads, sprouting tumors and other things only a Cyber-Boy could love.

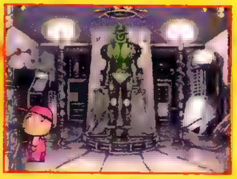
SWITCH
OPTION
©1993 SEGA

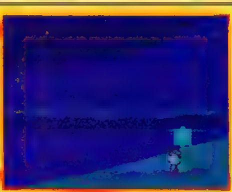
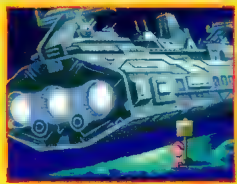
## FACT FILE

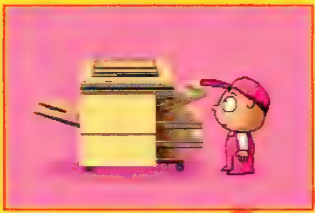
**SWITCH**

| MANUFACTURER | # OF PLAYERS |
|---|---|
| SEGA OF JAPAN | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| EASY | NOW JAPAN |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| CD-ROM | N/A |
| **THEME** | **% COMPLETE** |
| PUZZLE | 100% |

BARK! CHECK OUT THIS BORDER FOR SOME OF THE WEIRDEST STUFF AROUND! I REALLY MEAN IT.

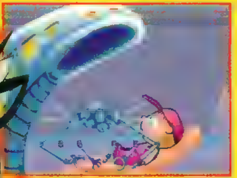


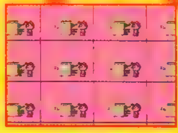



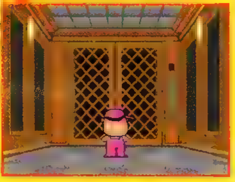


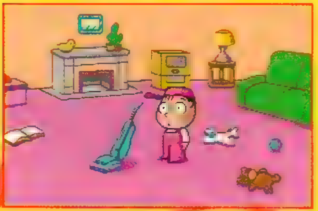
## COPIER

Learn what happens when you try to use a Xerox machine. Each of the six buttons does something. Two will send you somewhere else, and the other four are, to say the least....different. Experiment to find out what happens.

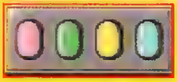




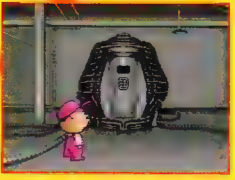




## THE VACUUM

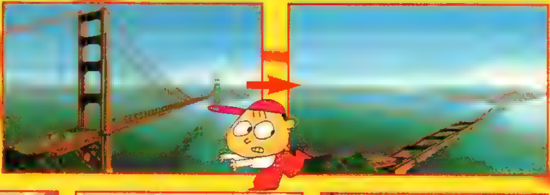
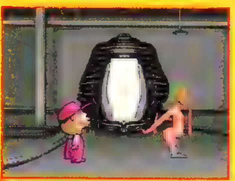


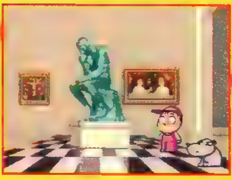
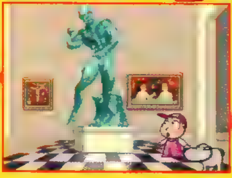
The vacuum cleaner will go nuts even if you press the right button. Only one will let you escape onward.

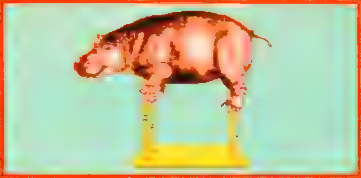
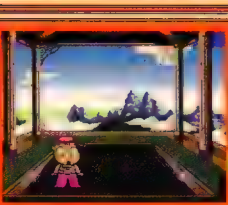
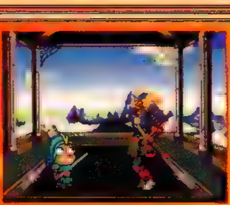


## MESS UP TOO MANY TIMES AND...

If you mess up by pressing the wrong switch, something, somewhere will suffer for it. It can be anything, from the Eifel Tower to Mount Rushmore. Ouch!

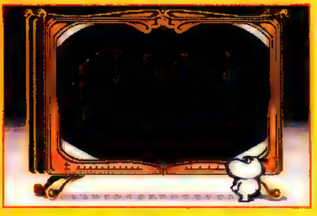
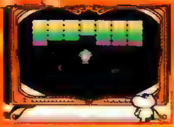
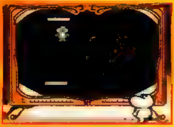
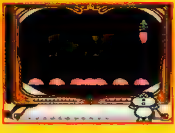




## VENDING MACHINE

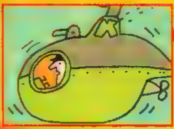
See what happens when you try to operate a cigarette machine. (Kids, don't try this...) There are a lot of ways to get something to happen. The question is, will you find the way out of here?

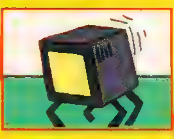
## THE GAME

What's with this weird TV? If you accidentally hit the wrong button, you'll get sucked in. Four different (non-playable) games, like Tetris, Breakout, Pong and Space Invaders will kill your character. You can either be the boy or the dog here. Strange...

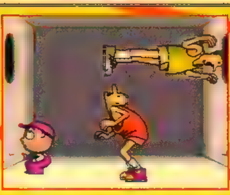
## WEIRD INTRODUCTORY CINEMAS!

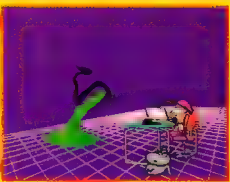


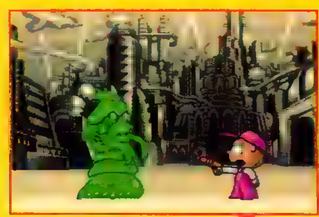


SWITCH

# SWITCH

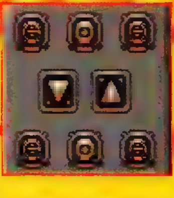


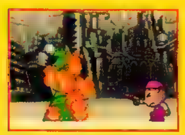


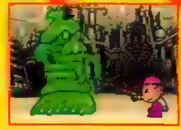


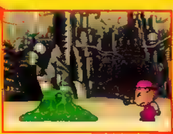
## THE ALIEN

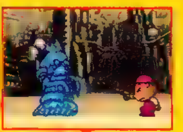
A bizarre green slime alien is right in front of our hero. Fortunately, he has a phaser gun, unfortunately this is a Switch. This enemy will chase you down unless you find the exit button. Youch!



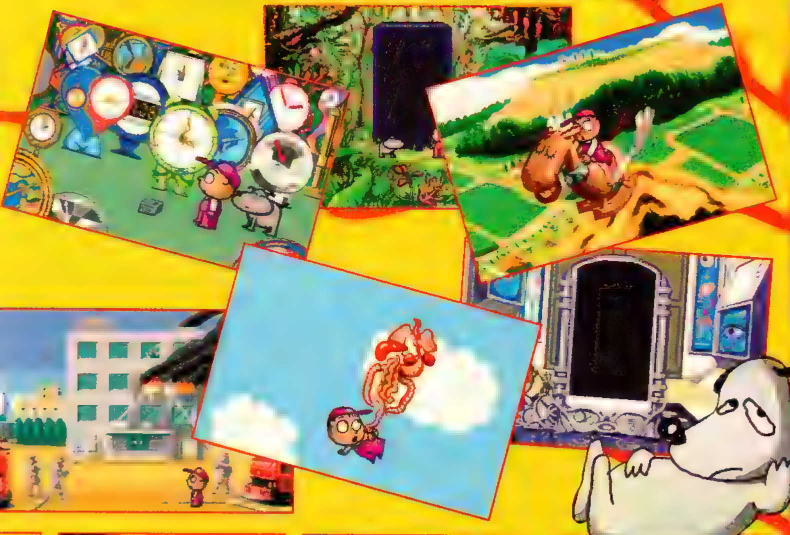


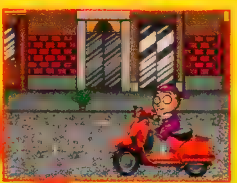




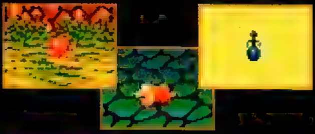


## TRAVEL TO UNUSUAL PLACES!





## Oodles of Items!



## FACT FILE

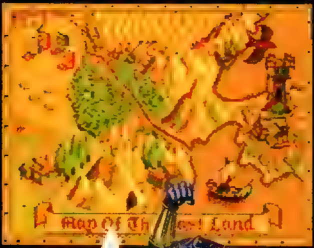
### GOLDEN AXE 3

| MANUFACTURER | # OF PLAYERS |
|---|---|
| SEGA OF JAPAN | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | NOW IN JAPAN |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 8 MEG | N/A |
| **THEME** | **% COMPLETE** |
| ACTION | 100% |

GOLDEN AXE III

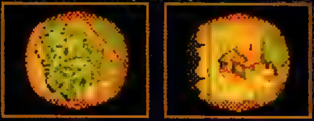
Golden Axe 3 has finally hit the stores of Japan. This cart shows that the Sega programmers are putting a lot of emphasis on technique! First of all, there are four characters, two of whom are brand new—a panther and a big lumbering oaf of an ogre. Together, they are sent out by the dwarf that was in the previous versions to rid the land of Death Adder once again!

There is plenty of attention to technique. Almost all of the characters have some really cool special moves that have close and far range effects. Since we don't have an international Review crew, we should just tell you a few things about this game. First off—Sega of Japan is not going to release this title here in the States—and for good reasons! The graphics are by far some of the most plain looking on the Mega Drive. Plus, the new magic effects aren't as impressive as before. So, if you are considering purchasing this title from an overseas seller, don't waste your bucks! It's not worth it!



## Non-Linear Play!

At the end of each level, you have a choice of two directions to go—forward or off on a detour. Some routes are easier, while others offer more power-ups.



### THE GOOD

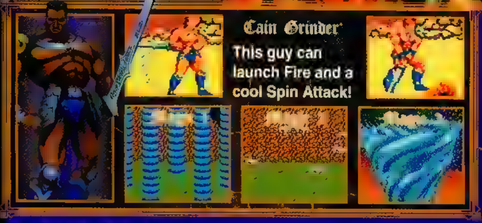
The decision made at Sega of America to NOT release this title in the United States. Good move!

### THE BAD

When a great arcade game is made and the home version's sequel bites! Yes, it does stink badly!

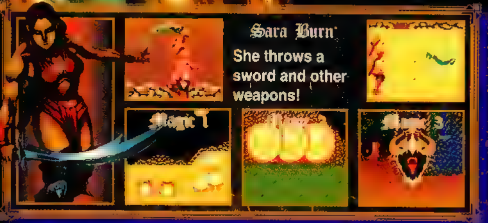
### THE UGLY

Don't get conned by import sellers trying to make this game out as a sure-fire best seller!



### Cain Grinder*

This guy can launch Fire and a cool Spin Attack!

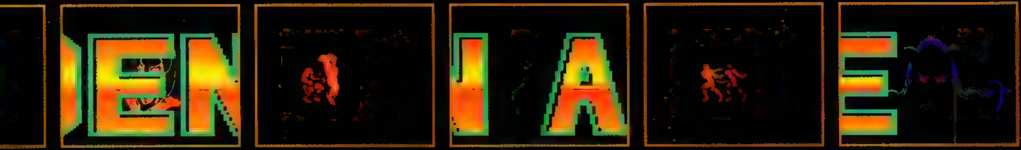


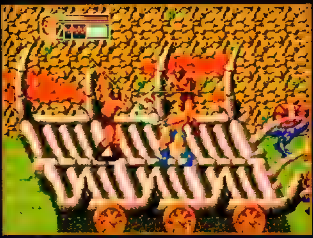
### Sara Burn*

She throws a sword and other weapons!

---

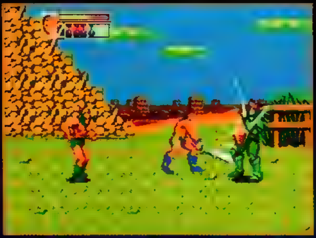
* Phonetic Spellings





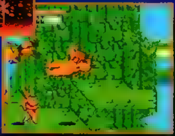
A simple fight in the desert will lead to an all-out battle on a huge cart!

Knock guys off of the carts for an easy kill. Destroy the Knight Boss.

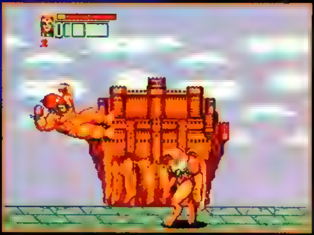


## Fight evil through forests, mountains—everywhere!

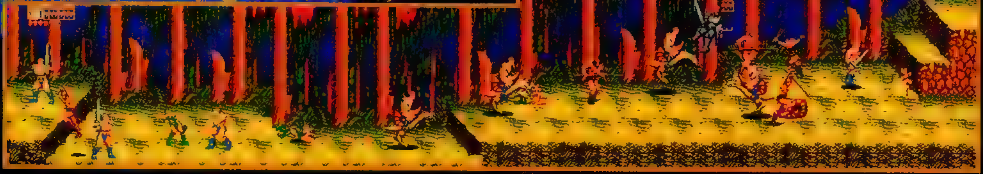
Go through mountains, over ancient ruins and even to the dock of a pirate ship.

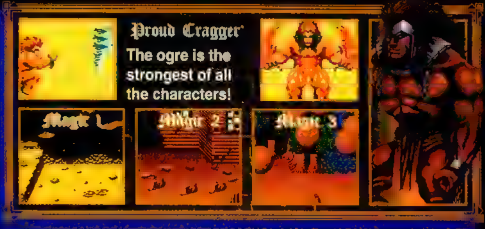


In later levels, enemies will get even more powerful as well as really cheap.



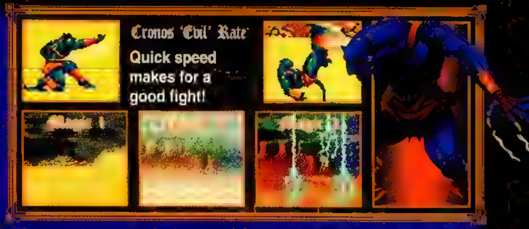
## Enter the Forest of Death!





**Proud Cragger**

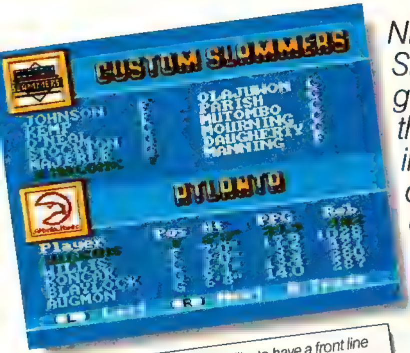
The ogre is the strongest of all the characters!



**Cronos 'Evil' Rate**

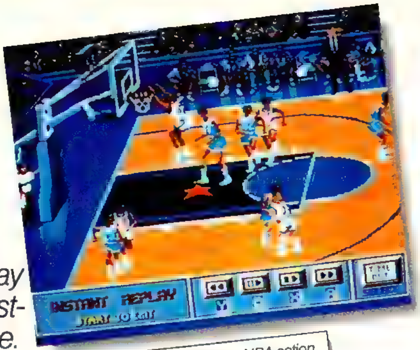
Quick speed makes for a good fight!

# The 1993 NBA Finals PARTY


CUSTOM SLAMMERS
JOHNSON
KEMP
O'NEAL
STOCKTON
MAJERLE
OLAJUWON
PARISH
MUTOMBO
MOURNING
DAUGHERTY
MANNING
ATLANTA
Player
Pos
PPG
Reb
WILLIS
KONCAK
BLAYLOCK
AUGMON

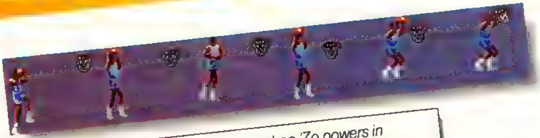
Ever wonder what it'd be like to have a front line of Shaq, Hakeem and Manning? With the custom team builder, you can build your own dream team. Even if all 5 starters are Shaq.

*NBA® Showdown is Shaq and Patrick going big on big in the paint. KJ slashing baseline and dishing off. Grant doubling down in the blocks. Hardaway spotting up and busting from the outside. Kemp skying. Malone taking the rock to the rack.*


INSTANT REPLAY
START TO EXIT

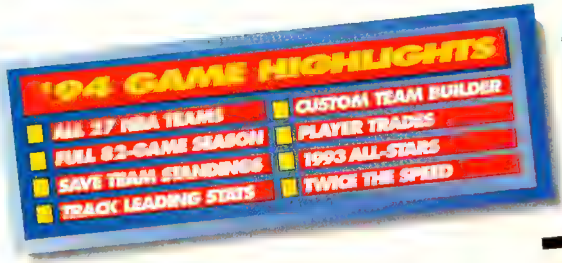
The ultimate in 5-on-5 NBA action. This ain't the blacktop. So don't bring that weak stuff in here.

# IN THE PAINT.



Better clear out when 'Zo powers in with a double pump slam. Because he always rocks the house.

*Bring it on. It's the NBA at its biggest and best. The signature moves of the league's finest, including rising rookies like Miner and Mourning. Player trades. Injuries. Everything from the '92-'93 season. Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And party in the paint.*



'94 GAME HIGHLIGHTS

- ☐ ALL 27 NBA TEAMS
- ☐ FULL 82-GAME SEASON
- ☐ SAVE TEAM STANDINGS
- ☐ TRACK LEADING STATS
- ☐ CUSTOM TEAM BUILDER
- ☐ PLAYER TRADES
- ☐ 1993 ALL-STARS
- ☐ TWICE THE SPEED

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# TRICKS OF THE TRADE

## SEND TIPS

If you've found a cool new trick, listen up! We're looking for the best of the best and we have the cash to back it up. Write your tips down and send them in pronto for 15 minutes of fame and a free video game cartridge! Check into the continuing saga of Trickman Terry for more details or get an uppercut in the chops.

## WIN GAMES!

### TRICKMAN GETS JUMPED DAILY!

No, Terry is not married yet, but he does have some problems with his car again! Ever since the weather has been getting colder, there has been a part of the Trickman's brain that freezes and he tends to turn on his lights in the morning and leave them on all day long. This has become a daily habit. It seems that there is no end in sight, until the warm weather comes back. Needless to say, many employees are tired of having to jump-start Terry's car before they go home. You can help our situation and thaw out Terry's brain by sending in your warm and toasty tricks to:

Tricks of the Trade, Sendai,
1920 Highland Ave, Suite 222,
Lombard, Illinois 60148.

So, send your best codes! If your reading material makes Terry do backflips and run around the office in glee, you will get your name printed in our famous magazine and acquire a free game for your favorite system* from us; just in time for the holidays! Isn't that nice?

Rules that we put in tiny print to keep our lawyers happy and cause eye strain...Sendai Publishing Group, Inc is not responsible for the submission of similar or identical tricks, and is not obligated to award the game carts to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tricks being submitted, the first trick received will be chosen as the winner. Limit one game per person per issue. You must print your name and address on the actual letter for us to give you credit. Final selection of games is up to us. * The allowable game systems are: NES, GameBoy, Genesis, Sega CD, Duo, Lynx, Game Gear, and Super NES. Void where prohibited by law.

### Mortal Kombat

| Genesis | Acclaim |
|---|---|

**The DULLARD Code**

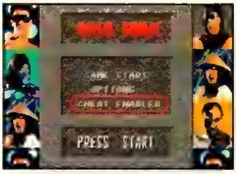
**At the Game Start and Options Screen, enter the DULLARD code, which stands for: DOWN, UP, LEFT, LEFT, A, RIGHT, DOWN.**

This is the best cheat code found for the Genesis version of Mortal Kombat. Wait for the Title Screen to appear, and press START. At the screen where you can choose Game Start or Options, do this code with controller 1: DOWN, UP, LEFT, LEFT, button A, RIGHT, DOWN. A third option will appear on the screen that says, "Cheat Enabled." Highlight this new option and press START. You will see a brand new menu that will allow you to do tons of new options. Test them out!

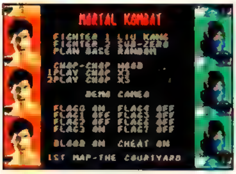
Here is a listing of the Flags and their meanings:

**Flag 0:** One hit can kill the second player.
**Flag 1:** One hit can kill the first player.
**Flag 2:** Shadow moves across moon on the Pit stage.
**Flag 3:** Makes a head float in the Pit stage background.
**Flag 4:** Reptile gives you clues before every match.
**Flag 5:** Unlimited continues.
**Flag 6:** Computer does its Fatality when it wins.
**Flag 7:** Keeps the same background every match.

**Paul Harrison; Bethesda, MD**



Do the DULLARD Code on this screen to get the Cheat Menu.



FIGHTER 1 LIU KANG
FIGHTER 2 SUB-ZERO
PLAN BASE RANDOM
CHOP-CHOP WOOD
1PLAY CHOP X3
2PLAY CHOP X3
DEMO CAMERA
FLAG0 ON FLAG4 OFF
FLAG1 OFF FLAG5 OFF
FLAG2 OFF FLAG6 OFF
FLAG3 ON FLAG7 OFF
BLOOD ON CHEAT ON
1ST MAP-THE COURTYARD

Different combinations of flags produce different results.

### Silpheed

| Sega CD | Sega |
|---|---|

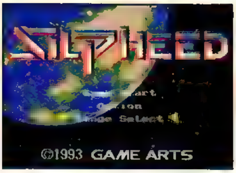
**Level Select**

**At the opening cinema, do this code. Press DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, A, B and START.**

If you are having trouble getting past some of the more difficult levels in the game, this code will help you out. When the demo/cinema screen appears, press these buttons in this order: DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, A, B.

At the opening cinema, do the code with pad 1. Press START.

Then press the START button. On the Title Screen, press START. You will now see a third option on the menu; Stage Select! Move the triangles down to this option and press START. You may now access any one of the 12 levels of the game, and any of the cinemas in between!



When you get to the Title Screen, you'll get Stage Select!

0000000
OPT
5.0

You may access any of the 12 levels of the game and more!

# OK!

# Who Left The Door Open?

**"Brain Bustin', Thumb Crampin' Excitement!"** *Electronic Gaming Monthly*

TRODDLERS
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Also playable with Super NES controller!

**"The thinking man's action/ platform game"** DIE HARD GAMEFAN

**"Troddlers joins Lemmings at the top"** *GamePlayers*

They're Tricky! They're Trouble! They're Troddlers. Hokus and Pokus are two lazy sorcerer's apprentices. The great magician Divinius barks a simple order: "Clean out the cellar!" But NOOOOO!, they do the stupidest thing they could possibly do, they open a box labeled...

"Hey, maybe these Troddler dudes will help us do the work," they thought. Wrong! They Bail! Right through the teleporter door - hundreds of 'em! Divinius will park their butts in a sling if they're not back pronto! 175 levels of fast, funny, frazzling excitement! Round up those Troddler dudes before they get ZOMBIFIED. You'll work like a dog, but you'll love every minute of it!

**WARNING!**
Instant Magical Troddlers
May Zombify If Allowed To Teleport

SEIKA
*Breakin' All The Rules™*

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# CHEAT SHEET

### Cool World
### Ocean / Super NES
**Ending Code**

When the Title Screen comes up, press these buttons in this order to see the ending and end credits of the game: L button, L button, R button, R button, UP, UP, DOWN and B.

**Mitch Feldman**
**Fountain Valley, CA**

### Gunstar Heroes
### Sega / Genesis
**Logo Trick**

Before the title rotates, press DOWN on the pad. The logo will rotate down instead of up. Wow.

### Spider-Man vs. The Kingpin
### Sega / Sega CD
**Passwords**

Here are the passwords for Spider-Man vs. The Kingpin for the Sega CD.

**Level 2: ELECTRO**
**Level 3: WALLABY**
**Level 4: GALLON66**
**Level 5: FALCON499**
**Level 6: HELPINHAND**
**Level 7: PUBLIC45**
**Level 8: KIDNEY2**
**Level 9: PENCIL8**

### Jurassic Park
### Sega / Genesis
**Built-In Continue**

It's easier than ever to continue in this game without the use of passwords! After you die as Grant or the Raptor, simply go to the Password Screen and press the START button. Choose the START Option in this screen, and you will be in the level you left off!

**Mike Bell; Cypress, CA**

## Super Bomberman

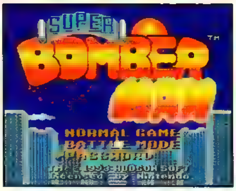
| Super NES | Hudson Soft. |
|---|---|

**Shrink Code**

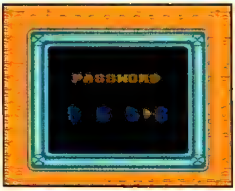
**Go to the Password Screen and enter the code: 5656. Now, go into either the Normal Game or the Battle Game to be small.**

POWER TRIP

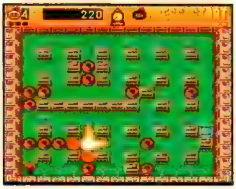
This code will allow you to shrink your character to a very tiny size. At the Title Screen, move the cursor down to the Password Option and press START. On the Password Screen, enter the code: 5656. When you start a normal game, you will see that your character is very small! Use the tap to shrink all players in a battle.



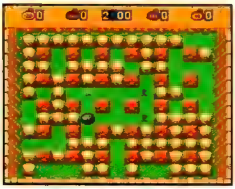
When you are at the Title Screen, choose "Password."



On the Password Screen, enter the shrink code: 5656.



If you choose the Normal Mode, you will be small!



In Battle Mode, you can play up to four small players at once!

## Super Bomberman

| Super NES | Hudson Soft. |
|---|---|

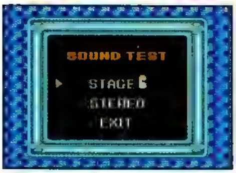
**Sound Test**

**With the multitap plugged in, put a controller in the fifth port and go to the Title Screen in the game. Hold the R button.**

POWER TRIP

Make sure your multitap is plugged into the second port of the Super NES. Plug a controller into the fifth port on the tap. When the Title Screen appears, hold the top R button on the controller in the fifth port. A sound test screen will appear a few seconds later!

**Angelo Dizon**
**Brightwaters, N.Y.**



By doing the trick with the tap, you can access the sound test.

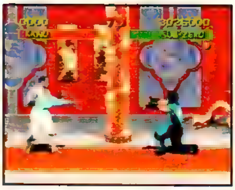
## Mortal Kombat

| Super NES | Acclaim |
|---|---|

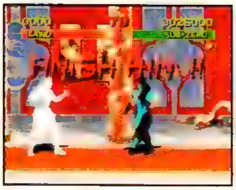
**Fatality Glitch**

**Get your foe down on energy until just a bit of green shows. Freeze him/her. It says "Finish Him." Do the finishing move.**

POWER TRIP

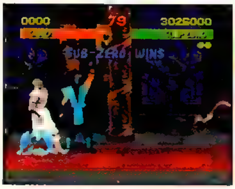


Get your opponent down on energy and then freeze him.

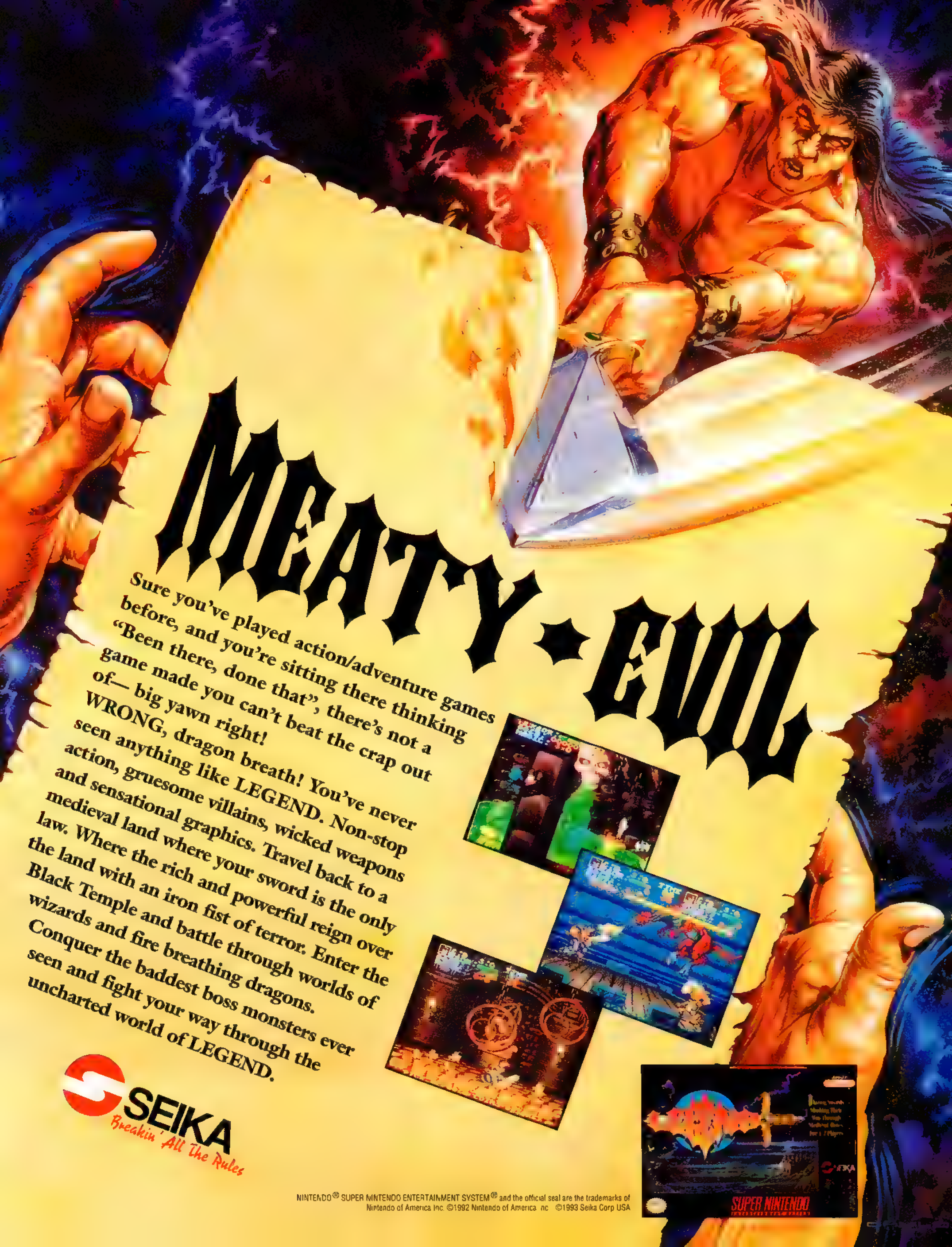


Your opponent will be frozen when it says, "Finish Him."

Start a two-player game. Choose Sub-Zero as your character. In the match, let the second player just sit dormant and take the hits. Let Sub-Zero defeat his opponent in the first round. In Round 2, have Sub-Zero get his opponent down on energy until his/her energy bar has just a little bit of green showing. Sub-Zero should then freeze his opponent enough times so the message that tells you to finish your opponent appears. Do your finishing move. Sub-Zero will freeze and hit his opponent, but he/she will still be standing up, and wobbling behind the ice. It is an awesome glitch to see!



Do your finishing move and your foe will still be standing!



# MEATY • EVIL

Sure you've played action/adventure games before, and you're sitting there thinking "Been there, done that", there's not a game made you can't beat the crap out of— big yawn right!

WRONG, dragon breath! You've never seen anything like LEGEND. Non-stop action, gruesome villains, wicked weapons and sensational graphics. Travel back to a medieval land where your sword is the only law. Where the rich and powerful reign over the land with an iron fist of terror. Enter the Black Temple and battle through worlds of wizards and fire breathing dragons. Conquer the baddest boss monsters ever seen and fight your way through the uncharted world of LEGEND.

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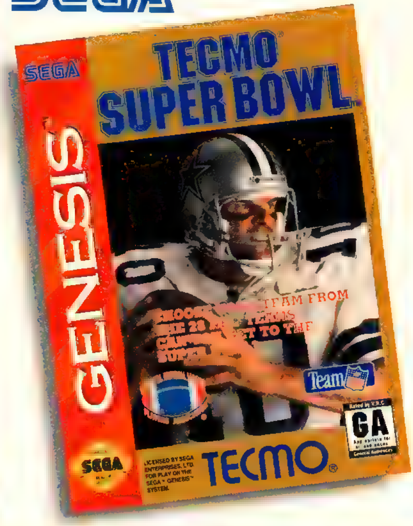
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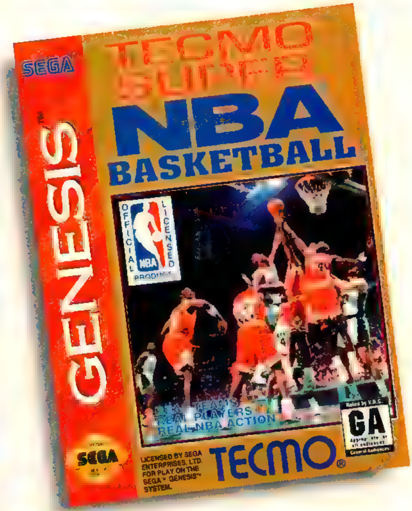
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# CHEAT SHEET

## GAME GENIE

### Street Fighter II: Turbo Edition

**Game Genie Codes**

DC38-1D6D - Chun Li's medium Whirlwind Kick goes farther.
DF38-1D6D - Chun Li's light Whirlwind Kick doesn't go as far.
DC38-1D6D - Chun Li's light Whirlwind Kick goes farther.
DF3B-14DD - Blanka's hard Rolling Attack goes slower.
DC3B-14DD - Blanka's hard Rolling Attack goes faster.
DF3B-1F6D - Blanka's medium Rolling Attack goes slower.
DC3B-1F6D - Blanka's medium Rolling Attack goes faster.
DF3B-1FDD - Blanka's light Rolling Attack goes slower.
DC3B-1FDD - Blanka's light Rolling Attack goes faster.
DF3C-1D0D - Blanka's hard Vertical Rolling Attack doesn't go as far.
DA3C-1D0D - Blanka's hard Rolling Attack goes out farther.
DF3B-17AD - Blanka's medium Vertical Rolling Attack doesn't go as far.
DA3B-17AD - Blanka's medium Vertical Rolling Attack goes out farther.
DF3B-170D - Blanka's light Vertical Rolling Attack doesn't go as far.
DA3B-170D - Blanka's light Vertical Rolling Attack goes out farther.

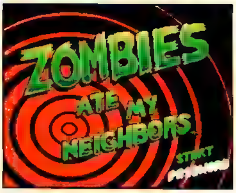
### Zombies Ate My Neighbors

**Super NES** | **Konami**

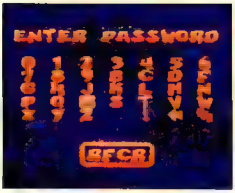
**Level Passwords**

**Go to the Password Option from the title. Now, put in any one of the passwords to get to many more levels in the game.**

POWER TRIP



Highlight the Password Option. Press START to enter it.



Form the password from the list of letters shown above.

Start in later levels of the game by entering these passwords. At the Title Screen, access the Password Option and press the START button. On the Password Screen, enter these codes to start on that level in the game. The stages give you passwords every five levels, so this way you can get to later stages.

Level 05: FHRX
Level 09: NBGW
Level 13: RFCR
Level 17: RKYL
Level 21: PXBG
Level 25: XYLZ
Level 29: XLZG
Level 33: WJQK
Level 37: BZVG
Level 41: BRPK
Level 45: VLHX

Give yourself a head start by beginning further in the game.

### Splatterhouse 3

**Genesis** | **Namco**

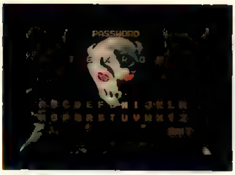
**Stage Passwords**

**Enter any one of these codes on the Password Screen for Splatterhouse 3 to get to your desired level of play.**

POWER TRIP

Here are some gruesome passwords for the game, Splatterhouse 3:

Stage 2: REISOR
Stage 3: ETLBUD
Stage 4: TEKROH
Stage 5: ELPOEB
Stage 6: LILITH
Stage X: GOFMTS



On this screen, enter the code of your choice to get further.

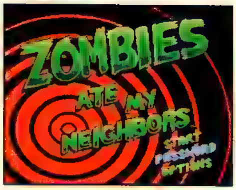
### Zombies Ate My Neighbors

**Genesis** | **Konami**

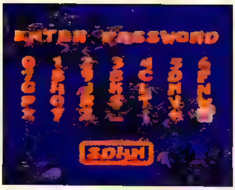
**Level Passwords**

**Access the Password Option from the title. Now, enter any one of the passwords to get to later levels of the game.**

POWER TRIP



From the Title Screen, access the Password Option.



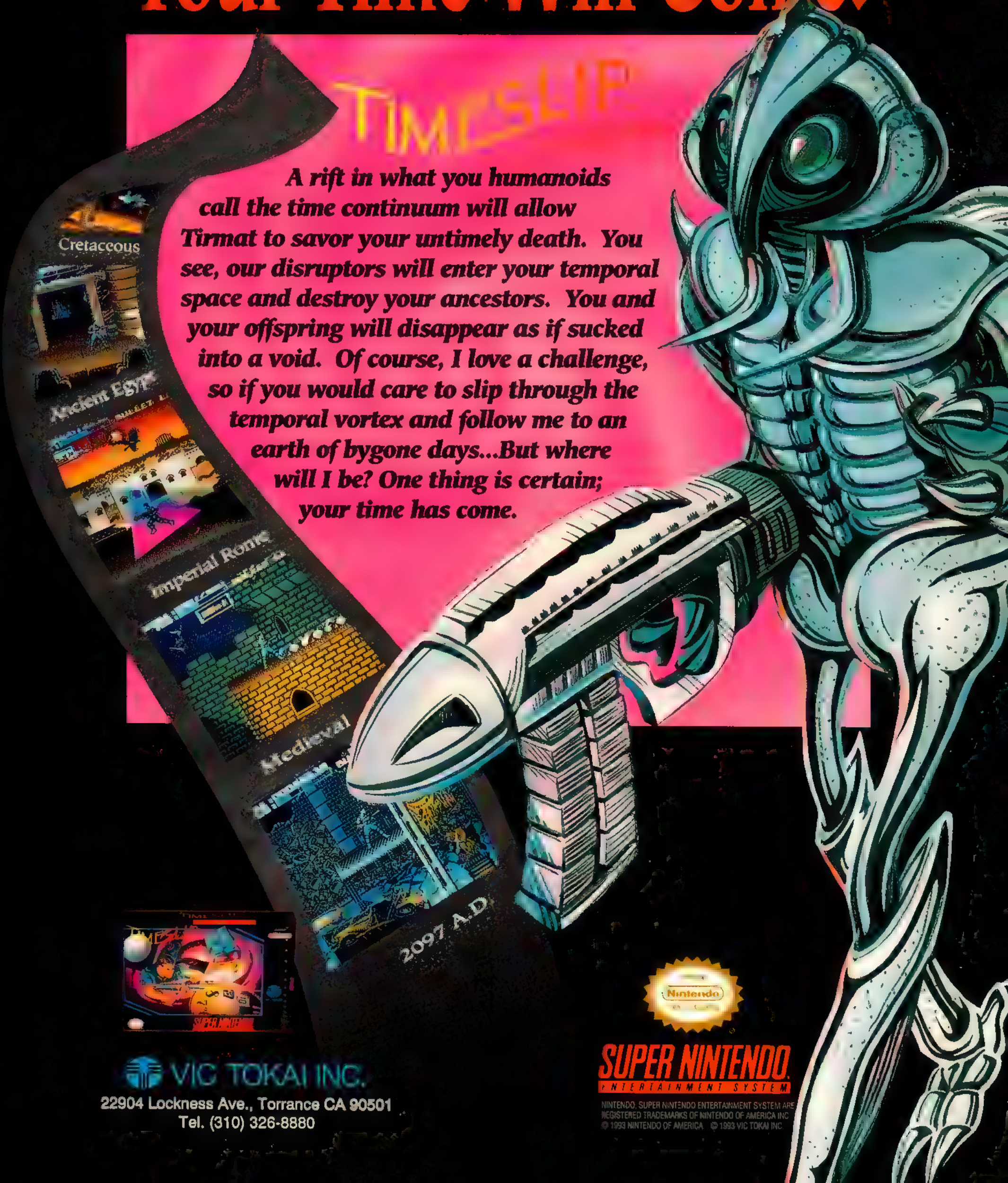
At this screen, form the password of your choice.

Now you may begin on later levels of the game by entering these passwords. At the Title Screen, access the Password Option and press the START button. On the Password Screen, enter any one of the following codes:

Level 05: CYZQ
Level 09: GBRS
Level 13: DCFK
Level 17: BMLK
Level 21: PQBR
Level 25: LLNN
Level 29: QNKR
Level 33: SDHM
Level 37: BKVR
Level 41: BZPM
Level 45: BNYZ
CREDIT LEVEL: QSDZ

Use these passwords to begin in the closest level you left off.

# Your Time Will Come.


TIMESLIP
Cretaceous
Ancient Egypt
Imperial Rome
Medieval
2097 A.D.
SUPER NINTENDO

*A rift in what you humanoids call the time continuum will allow Tirmat to savor your untimely death. You see, our disruptors will enter your temporal space and destroy your ancestors. You and your offspring will disappear as if sucked into a void. Of course, I love a challenge, so if you would care to slip through the temporal vortex and follow me to an earth of bygone days...But where will I be? One thing is certain; your time has come.*

VIC TOKAI INC.
22904 Lockness Ave., Torrance CA 90501
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# CHEAT SHEET

## GAME GENIE

### Mortal Kombat
### Acclaim/Super NES
**Game Genie Codes**

CB6A-44AF+D16A-47DF - Fight at The Pit all the time after the first fight.
6DB8-3D67 - Always get Flawless Victory if you win the match.
C9B2-17AF - Infinite Time.
CBBA-394F+D5BA-391F - Always fight Goro.
DC61-14DD - Start at Goro.
D861-14DD - Start at Shang Tsung.
D161-14DD - Start at Mirror Match.

Tim Gillam
New York, NY

### Mortal Kombat
### Acclaim/Super NES
**Game Genie Codes**

DDBE-C1C4 - Slightly speed up the game.
D5BE-C1C4 - Slightly slow down the game.
55B1-3944 - Jump straight up and you will move toward the enemy.

Jay McGavren
Omaha, NE

### Mortal Kombat
### Acclaim/Super NES
**Game Genie Codes**

E62F-3044 - Liu Kang can destroy anyone with one uppercut.
EA2D-3934 - Liu Kang can destroy anyone with a foot sweep.

Sean Neese
Marietta, GA

## Mortal Kombat

| Super NES | Acclaim |
|---|---|

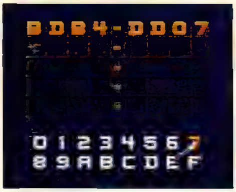
**Game Genie Blood Code**

**At the Game Genie Password Screen, enter this code to play your game with the grey sweat turned red, like blood.**

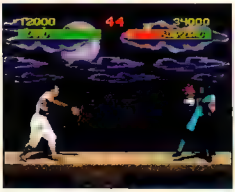
POWER TRIP

The blood is back, oh yesiree...it's the Mortal Kombat blood code for Game Genie. Yes, it's true. In a response to the "Most Wanted Trick," a reader has sent in a code that turns the grey sweat in the game red, so it looks like blood! At the Game Genie Code Screen, enter: BDB4-DD07.

Darius George; Pomona, CA



At the Game Genie code entry screen, put in this password.



Now, just start the game as normal. The grey sweat is red!

Hey, look! Blood! It's not quite as gory as the original.

You still can't do the original fatalities, but this is still cool!

## Gunstar Heroes

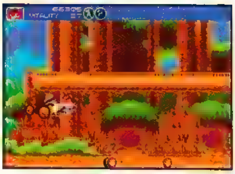
| Genesis | Sega |
|---|---|

**Tons of Items**

**When you come across a flying item carrier, either jump-kick it or dive upon it to release many more items.**

POWER TRIP

In Gunstar Heroes, you will come across a flying item carrier. If you shoot the carrier, it will only drop one item. But, if you jump-kick or dive into this item dispenser, you will be able to acquire tons of weapon and health recovery items. Do this every time you come to a flying item carrier to gain the advantage.



Jump-kicking this carrier will get you plenty of items.

## Aliens vs. Predator

| System | Company |
|---|---|

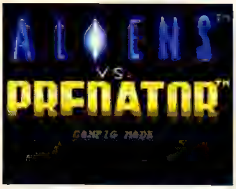
**Stage Select**

**On the Option Menu, take controller 2 and hold the top L and R button, X and A at the same time. Press START with pad 1.**

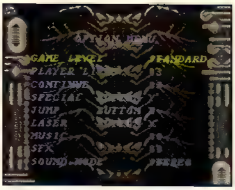
POWER TRIP

At the Title Screen, press the SELECT button to get a Config Mode. Press START. An Option Menu will appear. Now, take controller 2 and hold the top L button, the top R button, X and A simultaneously. Now press START on controller 1. A stage select menu will appear!

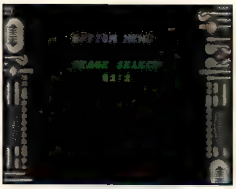
Jon Beasley; Memphis, TN



At the Title Screen, press SELECT to get a Config Mode.



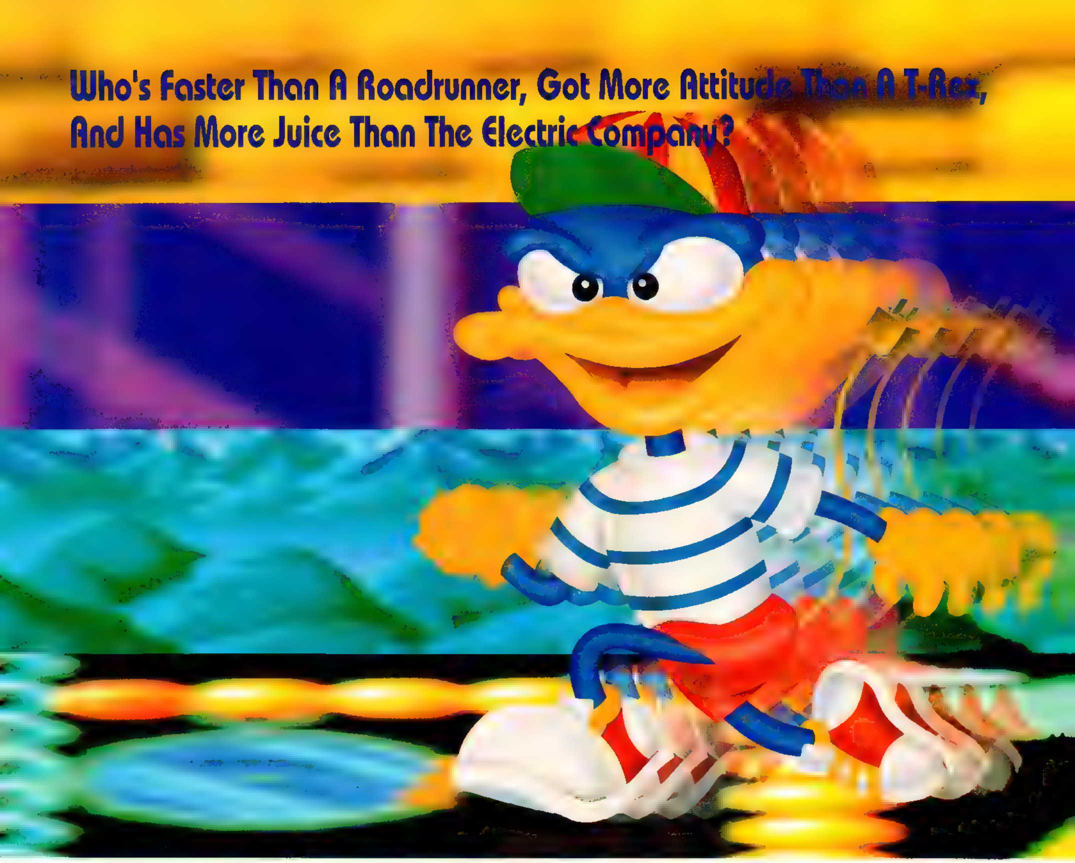
Press START and an Option Menu will appear. Do the trick.

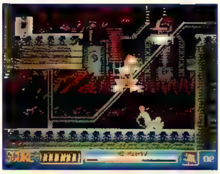


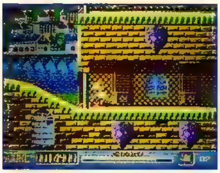
A new menu will appear that will allow you to choose levels.

You will be able to begin your game in any level and stage.

# Who's Faster Than A Roadrunner, Got More Attitude Than A T-Rex, And Has More Juice Than The Electric Company?







GENESIS
VIC TOKAI INC.
SOCKET
SEGA
GA

SOCKET™

Well, who do you think? Of course, it's Socket, a heck of a duck. He's got the speed and he's got the attitude. When this duck comes unplugged, he's charged up for some very electric action, including a momentous duel with his revolting arch-rival, Time Dominator. Plug into Socket for a little AC buzz and some fast times!

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VIC TOKAI INC. GENESIS™

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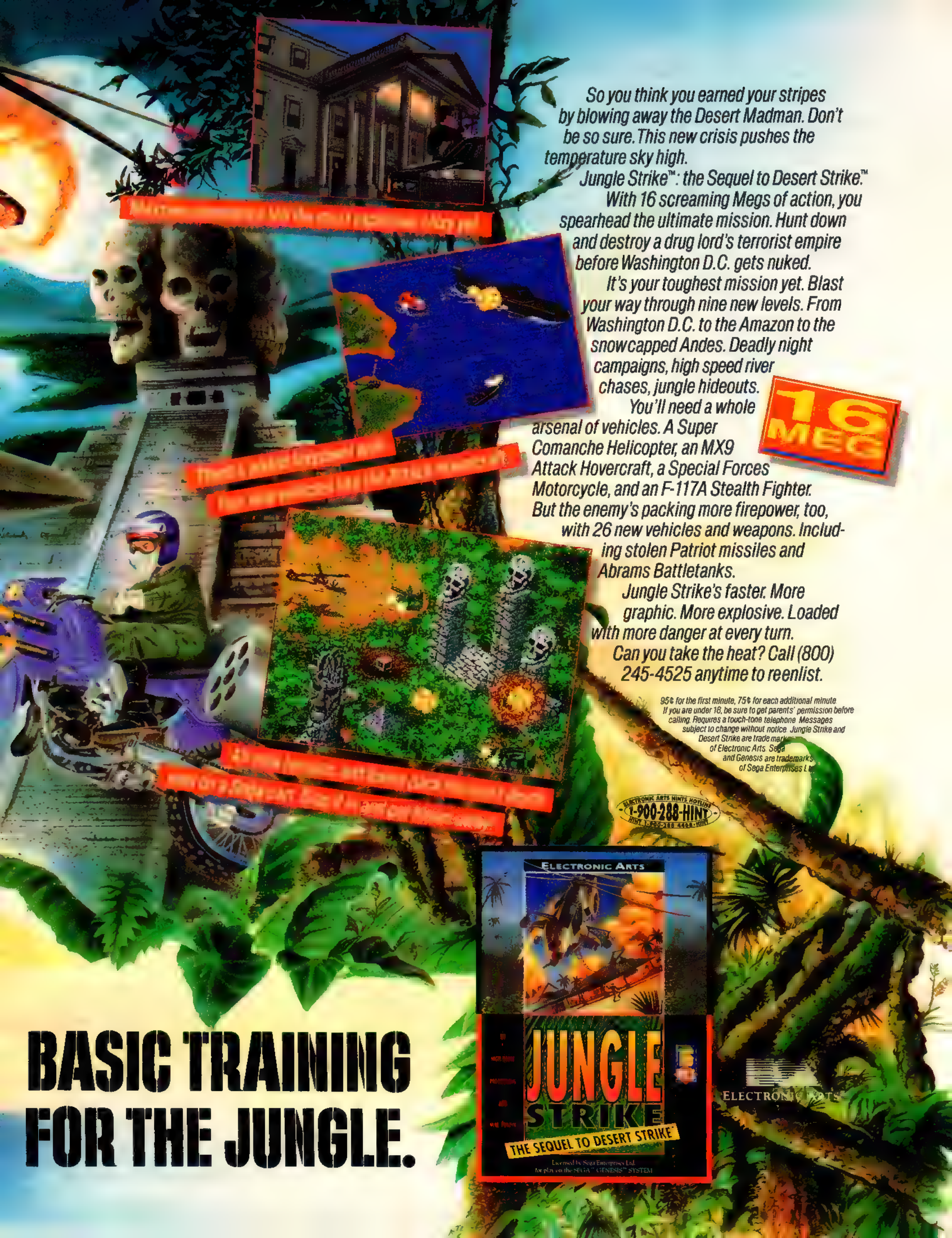
THE DESERT WAS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ELECTRONIC ARTS
JUNGLE STRIKE
THE SEQUEL TO DESERT STRIKE
Licensed by Sega Enterprises Ltd. for play on the SEGA™ GENESIS™ SYSTEM
ELECTRONIC ARTS
BASIC TRAINING FOR THE JUNGLE.

*So you think you earned your stripes by blowing away the Desert Madman. Don't be so sure. This new crisis pushes the temperature sky high.*

*Jungle Strike™: the Sequel to Desert Strike.™ With 16 screaming Megs of action, you spearhead the ultimate mission. Hunt down and destroy a drug lord's terrorist empire before Washington D.C. gets nuked.*

*It's your toughest mission yet. Blast your way through nine new levels. From Washington D.C. to the Amazon to the snowcapped Andes. Deadly night campaigns, high speed river chases, jungle hideouts.*

*You'll need a whole arsenal of vehicles. A Super Comanche Helicopter, an MX9 Attack Hovercraft, a Special Forces Motorcycle, and an F-117A Stealth Fighter. But the enemy's packing more firepower, too, with 26 new vehicles and weapons. Including stolen Patriot missiles and Abrams Battletanks.*

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*Can you take the heat? Call (800) 245-4525 anytime to reenlist.*

*95¢ for the first minute, 75¢ for each additional minute. If you are under 18, be sure to get parents' permission before calling. Requires a touch-tone telephone. Messages subject to change without notice. Jungle Strike and Desert Strike are trade mar[illegible] of Electronic Arts. Sega and Genesis are trademarks of Sega Enterprises L[illegible]*

# CHEAT SHEET

## Pro Action Replay

### Mortal Kombat
**Acclaim / Super NES**

**Pro Action Replay Code**

You must have a Pro Action Replay peripheral to make these codes work.

To have invincibility in Mortal Kombat, enter these three codes at the Pro Action Replay password screen:
7E04-C158+7E04-B9A1 +7E04-BD58
You will get a Double Flawless victory every time.

Richard Paul
Croton, N.Y.

### Alien 3
**Acclaim / Super NES**

**Pro Action Replay Code**

7E15-DA0A - Infinite grenades.

### King Arthur's World
**Jaleco / Super NES**

**Pro Action Replay Code**

7E09-5328 - Infinite hearts for Arthur.
7E09-5502 - Nothing hits Arthur.
7E09-2E01 - Changes Arthur.
7E09-2D01 - Invisible Arthur.
7FFF-0D63 - Infinite Barrelmen.
7FFF-0F63 - Infinite Architects.
7FFF-1163 - Infinite Soldiers.
7FFF-1363 - Infinite Archers.
7FFF-1563 - Infinite Shieldmen.

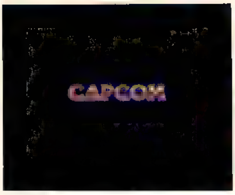
## Street Fighter II Special Champ. Ed.

| Genesis | Capcom |
|---|---|

**Only Special Moves**

**At the Capcom logo, take controller 1 and press DOWN, Z, UP, X, A, Y, B, C. You will hear Chun Li say, "Ya Tai."**

POWER TRIP



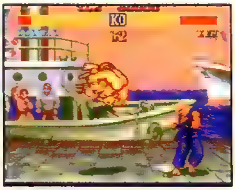
At the Capcom logo, do the trick. You'll hear C. Li's voice.

Choose Game Start and begin a one- or two-player game.

You must have a 6-button controller for the Genesis to do the trick. At the Capcom logo, press these buttons in this order on controller 1: DOWN, Z, UP, X, A, Y, B, C. You'll hear Chun Li say, "Ya Tai." Choose Game Start and play a 1- or 2-player game using only special moves or throws!

Donald Hubbard; Taylor, MI

Even against the computer, only your specials work!



This will make the game more of a challenge for the fighters.

## Tiny Toon Adventures: Buster Busts Loose

| Super NES | Konami |
|---|---|

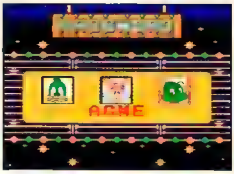
**Infinite Continues**

**At the Password Screen, put Plucky Duck in the first box, Babs Bunny in the second, and Bookworm in the third.**

POWER TRIP

At the Title Screen, go to the Password Option and press START. Put Plucky Duck in the first picture box, Babs Bunny in the second and Bookworm in the third. If you use up your lives, you can continue. There will be no number under "continue," so you'll have infinite continues!

Stan Marubayashi, Winters, CA



Enter the password on this screen for infinite continues!

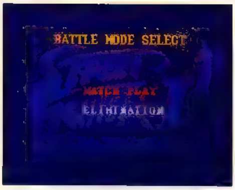
## Street Fighter II Special Champ. Ed.

| Genesis | Capcom |
|---|---|

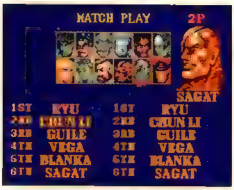
**Same Character in Battle Mode**

**At the Battle Mode Screen, take controller 2 and press DOWN, Z, UP, X, A, Y, B, C. You will hear Chun Li's voice.**

POWER TRIP



In the Battle Mode, do the trick with the second controller.



You can set up the matches with the same characters.

You must have a 6-button controller for the Genesis to do the trick. At the Title Screen, choose a Champion or Hyper game. At the next screen, choose a Group Battle. At the Battle Mode Select Screen, press these buttons in this order on controller 2: DOWN, Z, UP, X, A, Y, B, C. You will then hear Chun Li's voice. After that, choose Match Play or Elimination. Next, choose the number of characters. When you get to the Match Play or Elimination Screen, you can choose the same character to play against in the Match or Elimination battles!

Donald Hubbard
Taylor, MI

Each character can now choose to fight his alter ego!

# *The Official* FORMULA ONE

## There are no words to describe how fast it really is.

## At least, no clean words.

DIEHARD GAME FAN magazine tried. They called FORMULA ONE *"the fastest racing game on the planet."* Not bad. But they would have nailed it if they had screamed ***"the !@#$% fastest racing game on the planet!"***

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*Hurtle down the race track at a blistering 220 mph! And it's speed you can hear and feel! Race against the real pros of Formula One World Championship on 12 real tracks — from Monte Carlo to Australia. Or go head-to-head against a friend in split-screen action. You can even customize your machine right down to the tire design and air foil!*

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AN OFFICIAL PRODUCT OF THE FIA FORMULA 1 WORLD CHAMPIONSHIP

TRICKS OF THE TRADE

# CHEAT SHEET

## Pro ACTION REPLAY

### King Arthur's World
### Jaleco / Super NES

**Pro Action Replay Codes (cont.)**

You must have a Pro Action Replay peripheral to make these codes work.

7FFF-1763 - Infinite white Wizards.

7FFF-1963 - Infinite black Wizards.

7FFF-2163 - Infinite hearts/healing for the white Wizard.

7FFF-2363 - Infinite strength for the white Wizard.

7FFF-2563 - Infinite shields for the white Wizard.

7FFF-2B63 - Infinite fire balls (raining) for the black Wizard.

7FFF-2D63 - Infinite stun enemy for the black Wizard.

7FFF-2F63 - Infinite fire ball for the black Wizard.

7FFF-3163 - Infinite lightning for the black Wizard.

7FFF-3363 - Infinite skulls for the black Wizard.

### Sonic Blast Man
### Taito / Super NES

**Pro Action Replay Code**

7E0F-A303 - Infinite dynamite punch.

### Battletoads In Battlemaniacs
### Tradewest / Super NES

**Pro Action Replay Codes**

7E0E-5E10 - Infinite energy for player 1

7E0E-6010 - Infinite energy for player 2

## Mad Dog McCree

| 3DO | American Laser Games |
|---|---|

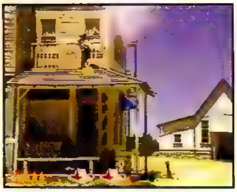
**Continue At the Last Enemy**

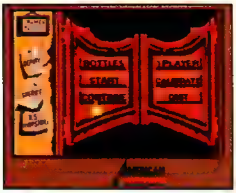
**When you miss in a gunfight, press START to go to the options. Choose the "Continue" Option and try again.**

POWER TRIP

Here's something easy to let you pass the gunfight scenes and eventually finish this game. You can continue at the scene where you actually got killed. This trick will let you reload your gun and know where the next enemy will pop out on the screen.

When you're in a gunfight and miss your foe, press START after you are shot. You have to be quick, before the mortician shows up. Choose "continue" on the Option Screen. You will start from the enemy where you left off. If not, you'll start at the beginning of the scene and you will have to kill everyone again.


Oops! You missed your foe! Press START for the options.



At this screen, choose the "Continue" Option.

Now, you can try again until you get the shot right!

## Rocket Knight Adventures

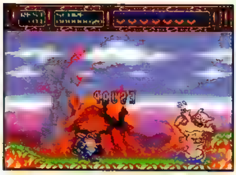
| Genesis | Konami |
|---|---|

**Replay Your Game As The Demo**

**Play your game as normal and then press START to pause. Do the trick and Reset the game. Your demo will be played.**

POWER TRIP

Go into the game and play for a while. Press START to pause the game. Now press UP seven times, DOWN once, LEFT three times and RIGHT once. If the word, PAUSE, on the screen flips then the trick worked. Press Reset and then wait until the demo appears. You can watch about 60 seconds of your own game play!



If the word, PAUSE, is flipped, then the trick worked!

## Mortal Kombat

| Super NES | Acclaim |
|---|---|

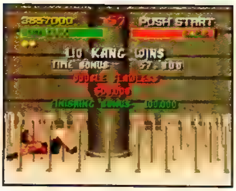
**Get To Reptile**

**Get a Double Flawless victory on The Pit stage and then you will get a message from Reptile. Fight him in The Pit!**

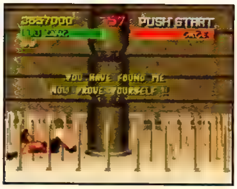
POWER TRIP

To get to Reptile, fight your way to The Pit stage. When you get there, you must not get hit or use the block button at all. You must get a Double Flawless victory and do your Finishing Move on your opponent. If you do everything correctly, he will reveal himself and you will have to fight him in The Pit!

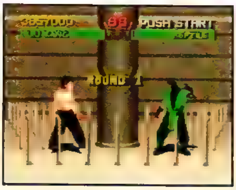
Fight your way to The Pit stage. Don't get hit at all.



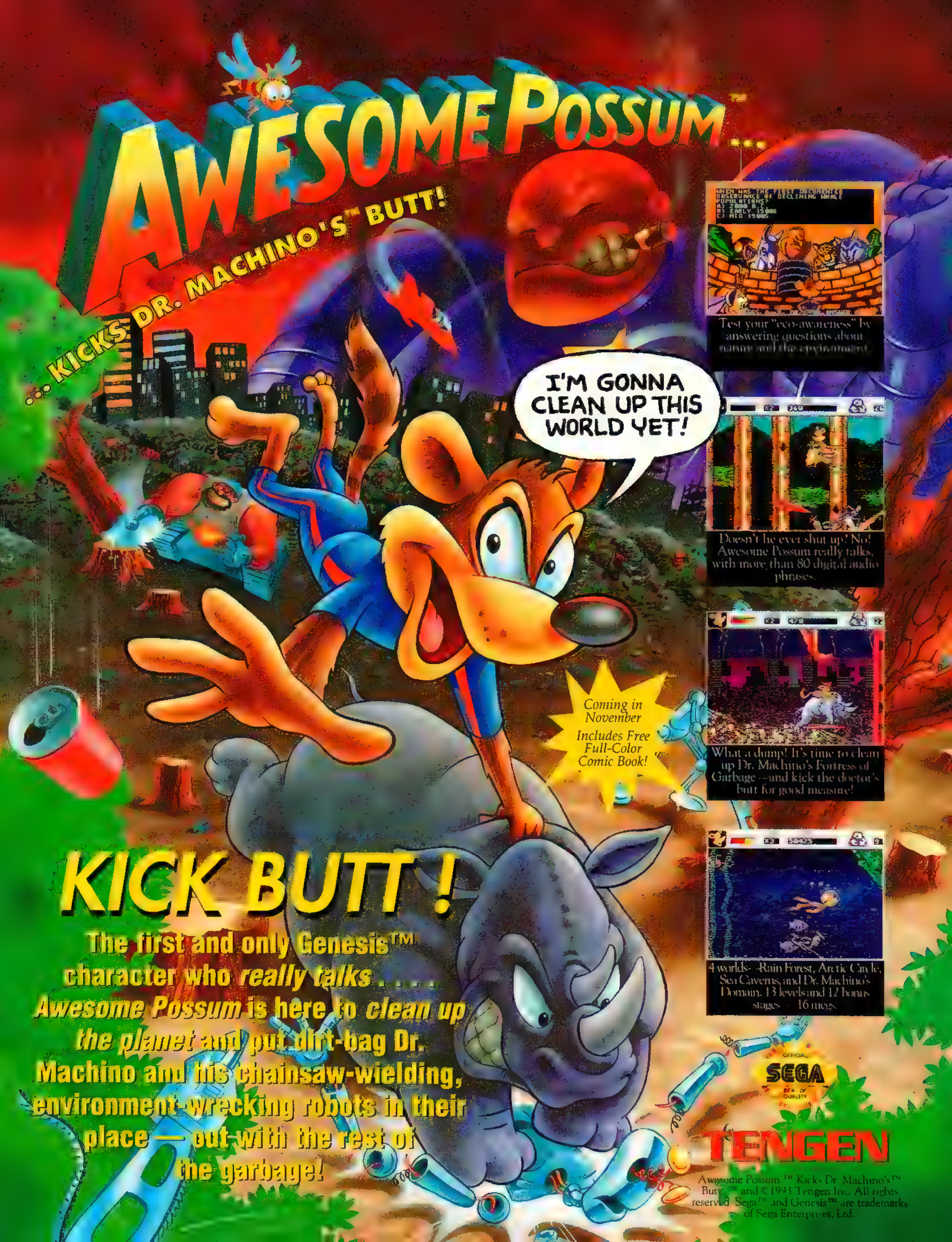
Get a Double Flawless Victory and do your Finishing Move.


YOU HAVE FOUND ME
NOW PROVE YOURSELF !!

If you did everything correctly, you will get this message.



Reptile has the powers of Scorpion and Sub-Zero!


I'M GONNA CLEAN UP THIS WORLD YET!
OFFICIAL SEGA SEAL OF QUALITY
TENGEN

# AWESOME POSSUM™...

## ...KICKS DR. MACHINO'S™ BUTT!

Test your "eco-awareness" by answering questions about nature and the environment.

Doesn't he ever shut up? No! Awesome Possum really talks, with more than 80 digital audio phrases.

What a dump! It's time to clean up Dr. Machino's Fortress of Garbage --and kick the doctor's butt for good measure!

4 worlds- -Rain Forest, Arctic Circle, Sea Caverns, and Dr. Machino's Domain. 13 levels and 12 bonus stages - - 16 megs.

*Coming in November*

*Includes Free Full-Color Comic Book!*

# KICK BUTT !

**The first and only Genesis™ character who *really talks* ...... *Awesome Possum* is here to *clean up the planet* and put dirt-bag Dr. Machino and his chainsaw-wielding, environment-wrecking robots in their place — out with the rest of the garbage!**

Awesome Possum ™ Kicks Dr. Machino's™ Butt™ and © 1993 Tengen Inc. All rights reserved. Sega™ and Genesis™ are trademarks of Sega Enterprises, Ltd.

# CHEAT SHEET

## GAME GENIE

**Street Fighter II Turbo**
**Capcom / Super NES**
**Game Genie Codes**

You must have a Game Genie peripheral for your Super NES to make these codes work:

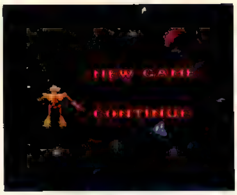
D071-E460—No charge for many special moves. (continued)

## B.O.B.

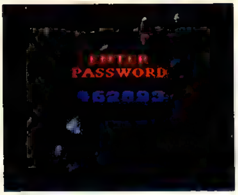
**Super NES** | **Electronic Arts**

**Level Passwords**

**Choose the Continue option and enter any one of these passwords to further your adventures in B.O.B.**

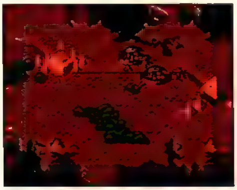


Make B.O.B. point to the Continue option. Then START.

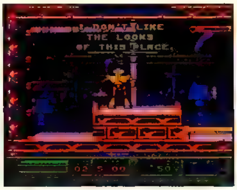


Enter any of the codes below to get further in the game.

These passwords will get you very far in B.O.B. for the Super NES. Just go to the screen where it lets you choose a new game or to continue. Let B.O.B.'s hand point to the Continue option and press START.



You will scroll to the section of the planet you chose to play.



You're in! Now start blasting the baddies with your gun!

1. 171058
2. 950745
3. 472149
4. 672451
5. 272578
6. 652074
7. 265648
8. 462893
9. 583172
10. 743690
11. 103928
12. 144895
13. 775092
14. 481376

Marc Wade; Omaha, NE

Note: This ad is cruelty-free. No real animals were injured in it's manufacture.

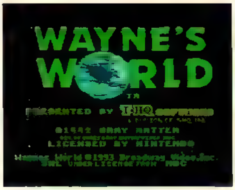
## Wayne's World

| Super NES | T*HQ |
|---|---|

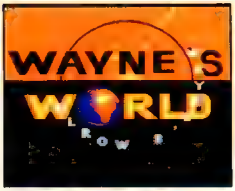
**Stage Select**

**At the Title screen, press X, the top L button, and the top R button. Let go and then press UP, Y and B simultaneously.**

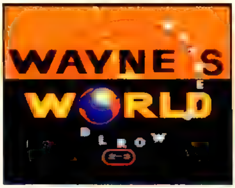
POWER TRIP


WAYNE'S WORLD
TM
PRESENTED BY T·HQ SOFTWARE
LICENSED BY NINTENDO

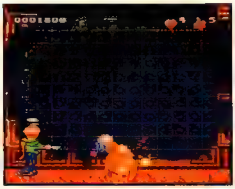
When this screen shows up, press START to get to the next.


WAYNE'S WORLD

When Wayne and Garth start singing, do the trick.


WAYNE'S WORLD

A set of numbers will appear at the bottom of the screen.



Press the SELECT button to choose any level, and start!

To select your stage to start in Wayne's World, just use this code. Press START to go to the Title screen and wait for Wayne and Garth to start singing. While this is going on, press the X, L button and R button simultaneously. Let go of these and then press UP, Y and B simultaneously. A set of white numbers will appear on the bottom of the Title screen. Using the SELECT button, you can cycle through the levels and stages at the bottom of the screen. Now, just choose the one you want. Then press START on the first controller to begin your game at your chosen level.

**Marcus Roquiz**
**Erie, PA**

TRICKS OF THE TRADE

# CHEAT SHEET

## GAME GENIE

### Street Fighter II Turbo
### Capcom / Super NES

**Game Genie Codes** (continued)

DDF1-7D60 - Mid-Air moves.
DD18-570D - One hit dead
1585-7D60 - All players teleport (Just press DOWN)

Grahm T. Skee; Ephrata, PA

# AT OUT.

The cat's out of the bag: Top Gear 2 is the fastest Super NES game on four wheels. With 64 tracks in 16 countries. Full screen solo or split screen head-to-head racing. Day. Night. Rain. Snow. Jumps. Spins. Flips. Power-ups. And Prize Money. Just grab it and go. No matter what's in your way. KEMCO

HEAD TO HEAD
RACING
FAST
BELIEVE
KEMCO
TOP GEAR 2
SUPER NINTENDO
ENTERTAINMENT SYSTEM

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BEAT
The
BEST
**UBI SPORT**

# F-1 POLE
## SO REAL YOU
## BURNING

LICENSED BY Nintendo
• 1 or 2 Player
• Battery Back-up
• 8 Meg
F1 POLE POSITION
ubi SOFT
FIA FORMULA 1 WORLD CHAMPIONSHIP
SUPER NINTENDO ENTERTAINMENT SYSTEM

***If you've always dreamed of getting behind the wheel of a McLaren, Williams Renault or a Ferrari and competing against some of the best F-1 Drivers in the world like Nigel Mansell, Michael Andretti or Gerhard Berger, then THIS GAME'S FOR YOU!***

GAME BOY
OFFICIAL GAME BOY GAME PAK
F1 POLE POSITION
ubi SOFT

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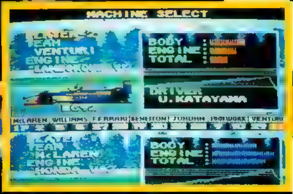
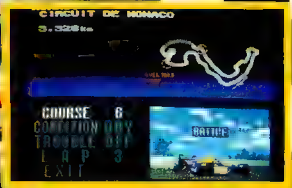
POSITION
'LL SMELL
RUBBER!
Canon
Canon

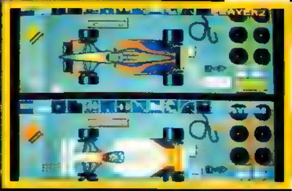
- SPLIT SCREEN 1 or 2 Player Simultaneous Play.
- 3 MODES OF PLAY: Practice, Free Run or World Championship.
- 16 Tracks, 7 Car Designs and 14 Official FIA Drivers.
- 5 WAYS TO CUSTOMIZE YOUR CAR (Brakes, Tires, Suspension, Wings and Transmission).
- SAVE Your Favorite Car Settings as Well as Your Best Races.


MACHINE SELECT
TEAM
VENTURI
ENGINE
LAMBORGHINI
BODY
ENGINE
TOTAL
DRIVER
U. KATAYAMA
McLAREN WILLIAMS FERRARI BENETTON JORDAN FOOTWORK VENTURI
TEAM
McLAREN
ENGINE
HONDA
BODY
ENGINE
TOTAL

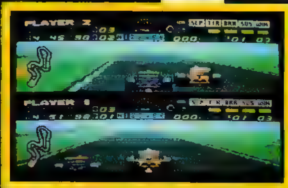
Choose your car and driver for the perfect race.


CIRCUIT DE MONACO
3.328km
COURSE 6
CONDITION DRY
TROUBLE OFF
LAP 3
EXIT
BATTLE

The famous track at Monaco has many chicanes and a tunnel shown here by the dotted lines.



Customize your cars features to accommodate course conditions.


PLAYER 2
PLAYER 1

The best 2 player F-1 driving simulator available.

*...this is a **TERRIFIC** new SNES racing game. **Excellent graphics and animation...tons of options make this cart A WINNER!** As a racing simulation, **F-1 deserves the Pole Position!*** GAME PRO

***OUTSTANDING!** So what are you waiting for? **Get in the driver's seat with F-1 Pole Position for the SNES...NOW!*** ELECTRONIC GAMING MONTHLY

# TRICKMAN'S CHRISTMAS SPECIAL!

## CHEAT SHEET

It's Trickman's Christmas Special! Here are a batch of tricks for some of the great games that you might see under the tree this year!

### Yoshi's Cookie
**Nintendo / Nintendo**
**Play Extra Levels**

Here is a code to access level 11 through 99. Go to the Options Screen. Set the music to OFF, set the speed to HI, and the round to 10. Then hold UP and press the SELECT button. The 10 will change to an 11. From here, you can change any option you like and you can move the round number up to 99!

### Silpheed
**Sega / Sega CD**
**Secret Voice Test**

Normally when you go into the Option Mode, you will get a sound test that just gives you a few effects. But now you can have access to all of the voices that make up this intense shooter with this trick. Get past the cinema demonstration and at the Title Screen, press START to access the choices of Game Start or Option. Move the rotating triangles down to the Option selection. Now, take controller 2 and press and hold buttons A, B and C simultaneously. With these held, press START on controller 1. In the Option Mode, you will see a new option called Voice Test. Highlight it and have fun with the voices.

Note: The trick was done on a pre-production copy [illegible]

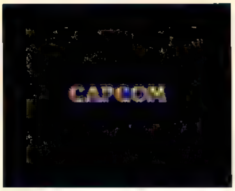
### Street Fighter II Turbo

**Super NES** | **Capcom**

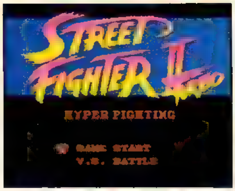
**Fight With No Special Moves**

**When the Capcom logo appears, press DOWN, R button, UP, L button, Y, B before the logo fades out.**

POWER TRIP

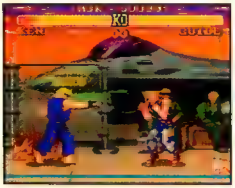


At the Capcom logo, do the special trick with controller 1.



Pick Game Start from the Title Screen and choose any player.

Now you can make the game more difficult. When the Capcom logo appears on the screen, enter this specific code: DOWN, R button, UP, L button, Y, B. Make sure to enter this code before the Capcom logo fades out. After entering the code, you will hear musical tones that indicate the code worked. Now, press START, set your options, and choose Turbo or a Normal game. Now pick Game Start from the Title Screen and choose any character. This will not work in the VS. Mode. When you go into the game and fight any character, your computer opponent will have all of his special moves, but you will be without any of your special moves for any character you choose.



Now, see how good Ken is without the Dragon Punch!

### Alien 3

**Super NES** | **Acclaim**

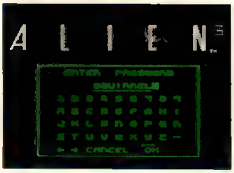
**Level Passwords**

**Choose the Continue Option and press START. The Password Screen will appear. Choose the level you want to play.**

POWER TRIP

Here are the passwords for every stage in Alien 3. Pick the Continue Option from the menu and enter these codes:

**STAGE 2:** QUESTION
**STAGE 3:** MASTERED
**STAGE 4:** MOTORWAY
**STAGE 5:** CABINETS
**STAGE 6:** SQUIRREL
**GAME END:** OVERGAME



Put in the password of you choice to enter new stages!

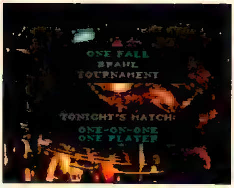
### WWF Royal Rumble

**Super NES** | **LJN**

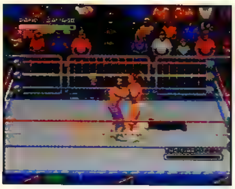
**Gain the Advantage**

**Knock down the referee, and then you can attack your opponent with cheat moves using the top L or R button.**

POWER TRIP



You can do the trick in One Fall or the Tournament Mode.



Use the cheat moves to your advantage and go for the pin!

This awesome trick will give you the advantage over the wrestling match. First, start the game and pick Tournament Mode or One Fall Mode. Next, choose your character and your opponent. When the match starts, try knocking down your opponent so he will not be in the way. Next, position your wrestler in line and level with the referee. At this point, press and hold the Y button. If you hold it for a long enough time and the referee doesn't move, your wrestler will run straight into the ref, and knock him down. This will give you a chance to take down the other wrestler's life bar with cheat moves. While the ref is lying on the mat, move next to your opponent and press the top L button to do an eye gouge and the top R button to choke the other wrestler. You can use this to your advantage by taking down your foe's life bar immensely with these moves, and you will gain control of the whole match! Go for the pin and win!

**Travel With Mario In A Learning Adventure Through Time!**

# MARIO'S WAY COOL TIME MACHINE!!!

Join Mario as he races through time on the wildest adventures. Tromp through the Jurassic period with a giant T-Rex. Sail with Cleopatra in Egypt.

You can even visit Thomas Edison in his workshop. You'll get to witness some of the greatest historical moments of all time on a high flying, fun-filled ride.

So whether you want to meet Bill Shakespeare or President Abe Lincoln, Mario's Time Machine is a way cool ride with fun, excitement and adventure!

THE SOFTWARE TOOLWORKS

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Nintendo

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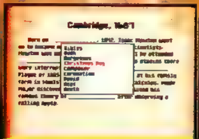
[illegible] the store nearest you or to buy, call
**1-800-234-3088**

Screen shots shown are Super NES. May vary by platform.

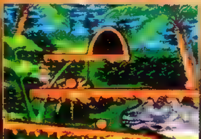
MARIO'S TIME MACHINE

[illegible]

Meet Sir Isaac Newton and other [illegible]



While having fun you can actually [illegible]



What lies beneath the surface [illegible] period

# CHEAT SHEET

## Mortal Kombat Arena / Game Gear

### All Blood and Fatalities

It's true! Now you can put in a code to give you the blood and fatalities on the Game Gear portable system! To do this, wait for a few screens in the beginning of the game that talk about "Codes of Honor." When you get to the last screen that asks you if the game contains any codes, press the pad and the buttons in this order: 2, 1, 2, DOWN, UP. You will then be confirmed that the trick worked. Play a normal game with any character and start fighting. You will see that with certain powerful moves, the blood will be flying! The fatalities are also more like the arcade version with this code. Hook up a cable and another Game Gear, and you'll have a two player portable fighting fest including the gore.

## Mario Is Missing Software Toolworks / Super NES

### Get to the Last Boss!

First, go to the Title Screen. Choose "Continue Search." Seven round spheres will appear under this option and you will be able to enter the last Boss password here:

ZPF*M86

This code will take you to the last room of the game where you have to jump on the Boss six times to defeat him. Exit via the door that the Boss came in.

# TRICKMAN'S CHRISTMAS SPECIAL!

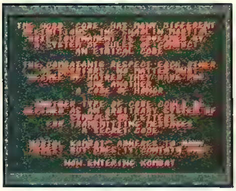
## Mortal Kombat

| Genesis | Acclaim |
|---|---|

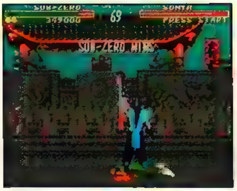
**All Blood and Fatalities**

**When you see the screen come up about "Codes of Honor," do this code on pad 1: A, B, A, C, A, B, B.**

POWER TRIP



Do the trick at this screen and the words will turn red!



You will now have all of the original blood and fatalities!

You may have thought that the blood was taken out of the Genesis home version of Mortal Kombat. Well, it's no more Mr. Nice Guy, because this code will give you all of the blood and original fatalities as they were meant to be, from the arcade! Here is how to do it. When you see the screen come up that talks about "Codes of Honor," do this code with controller 1: A, B, A, C, A, B, B. After you do this, the words on the screen will have a red tint, and you will hear Scorpion's voice say, "Get over here." This will confirm that the trick worked. Choose your characters for a one- or two-player fight. Now, begin your match. You will now notice that when you do certain powerful moves, the blood will fly, just as it does in the arcade! If you do a fatality to your opponent (depending on the character), you will notice that some of them have changed, and have more gore than before! Now, all of the original play of the arcade is back in the home version of the game!

## Super Turrican

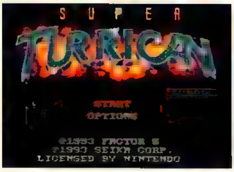
| Super NES | Seika |
|---|---|

**Hidden Sound Test**

**Go into the Options, highlight "Exit" and then hold L button, R button, X and A. While holding these, press START.**

POWER TRIP

To hear all of the Dolby Surround Sound music in this game, just do this trick. First, go to the Options Mode and go to the "exit" selection. Then hold these buttons: L button, R button, X and A. While holding these, press the START button. The sound test will then appear.



Access the Options from the Title and then do the trick.

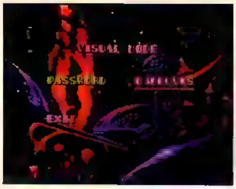
## Time Gal

| Sega CD | Renovation |
|---|---|

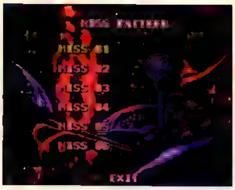
**Passwords for the Visual Mode**

**Access the Visual Mode and enter the password of your choice to watch the whole level play through.**

POWER TRIP



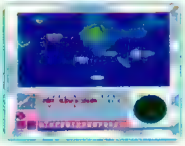
Get to the Visual Mode and enter the correct password.



You can view the death (miss) scenes of any stage you like.

1. 70,000,000 B.C.
Password: BMCFXWRL
2. 65,000,000 B.C.
Password: GJRPQVKS
3. 3,000,000 B.C.
Password: THMZCYFB
4. 1600 B.C.
Password: RYFGSXDK
5. 44 B.C.
Password: FTGBDQPW
6. 500 A.D.
Password: VSLCZKTJ
7. 999 A.D.
Password: CYVZPBMG
8. 1588 A.D.
Password: DRXHTLQJ
9. 1941 A.D.
Password: WBMRJZVH
10. 1991 A.D.
Password: SHKXGJWF
11. 2001 A.D.
Password: XPTMCSHD
12. 2010 A.D.
Password: ZVYFLGQJ
13. 3001 A.D.
Password: QWCDHRKT
14. 3999 A.D.
Password: PLQTVMXY
15. 4000 A.D.
Password: LKDWBSYF
16. 4001 A.D.
Password: KVGPRZCW

COMING ASHORE
JANUARY 1994



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How real is this game? We've not only added true-to-life soundtracks and explosive new graphics, we've even added varying sea and weather conditions that will rock your living room.

Super Battleship™ is the all-new video version of the classic naval warfare strategy game. But now, your battle comes to life on your Sega™ Genesis™. You'll command entire fleets, hunt down enemy ships on the run and use a whole new impressive array of weaponry to defeat your enemy through several different engagements.

Clear all decks! Super Battleship is coming ashore January 1994. Get on board!

All new weapons and ships!

Watch out or you'll end up on the bottom!

## *This Classic Naval Warfare Game Screams on Sega Genesis!*

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# SUPER BATTLESHIP™

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# CHEAT SHEET

## MOST WANTED TRICK ANSWERS

The rumors on Ermac are running rampant! Ever since we printed the first "Most Wanted Trick" in the October issue—number 51, the letters have been pouring in! Still, nothing has been definitely confirmed on the correct method in finding Ermac, but we called Midway and Ed Boon has confirmed that Ermac does exist. He would not, however, tell us how to get to Ermac. Here are some of the letters we've received.

Let me first start out by saying how great your magazine looks now! Anyway, after reading your October issue of EGM, I noticed that in your new "Most Wanted Trick Section," you mention a new character (Ermac). I am in regard to your request of "Has anybody else found him?" Yes, I have come across someone similar (not Reptile). This is how I got to him. Follow these seven steps. When playing on the Pit stage, you must find Reptile. Second, you must be on the second stage of the Warrior Shrine. Third, blocking will get you nowhere. Fourth, a Double Flawless Victory must be obtained by using one punch button or kick button. Fifth, at least one combo must be strung. Sixth, a fatality is not... (continued)

# TRICKMAN'S CHRISTMAS SPECIAL!

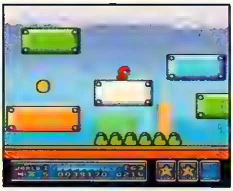
## Super Mario-All Stars

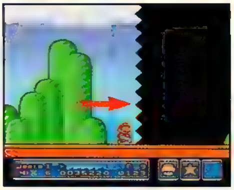
**Super NES** | **Nintendo**

### Whistle Warps

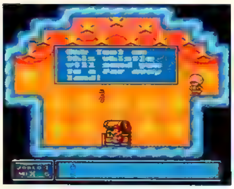
**Go into World 1-3. Find the white block. Duck on it and fall into the background. Get the whistle. Save, quit and repeat.**

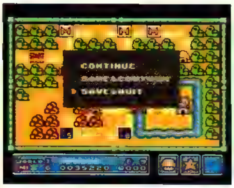
POWER TRIP


In World 1-3, get on this white block and duck until you fall.


You'll go behind the scenery. Run all the way to the right.

Start the game Super Mario Bros 3 and get to World 1-3. Find the white block near the end of the level. Get on it and duck until you fall into the background. Now, run to the right and collect the Warp Whistle. After you get out, press START to save and quit. Go back to this stage. Repeat the trick for all three Warp Whistles!


You will be in Toad's house. Collect the Warp Whistle.



Save, quit and come back to this stage and repeat the trick!

## Super Mario All-Stars

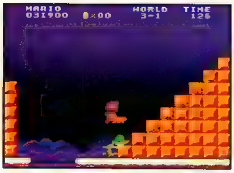
**Super NES** | **Nintendo**

### Multiple 1-Up Loop

**Jump up and onto the turtle next to the bottom block of the pyramid and you will be able to get up to 127 1-Ups.**

POWER TRIP

Go into the first Super Mario Bros. game and make your way to World 3-1. Near the end of the stage, look for a pyramid with two turtles walking down the blocks. Put Mario next to the bottom block of the pyramid. Once the second turtle is moving down to that block, jump up to bounce on the turtle multiple times.



Bouncing on the turtle causes a chain reaction of 1-Ups!

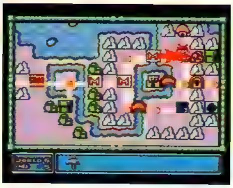
## Super Mario All-Stars

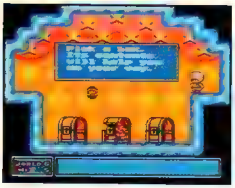
**Super NES** | **Nintendo**

### Unlimited Hammer Bros. Suits

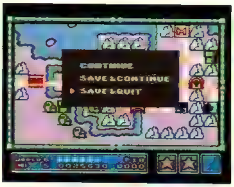
**Get the hammer in World 6 and break the rock next to the pipe. Get the Hammer Bros. suit. Save and quit. Repeat this.**

POWER TRIP


Get a hammer from a Hammer Brother and break this rock.


Go into Toad's house straight above and get the H. suit.

In World 6, defeat levels 1 and 2. At this point, a Hammer Brother should be in easy access. Defeat him and get the hammer. Go right to the pipe blocked by the rock. Break the rock with the hammer. Enter Toad's house and get the Hammer Bros. suit. Return to the map, then Press START and choose "Save and Quit." Go back into the game and choose the data you last saved. When you start again, enter the first pipe near you. You will come out the pipe where the rock used to be. Enter Toad's house and get another suit. Repeat the process to get an unlimited amount of suits.



Save, quit and repeat the trick for many Hammer Bros. suits.

ReadySoft Incorporated & Epi [illegible]

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## This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

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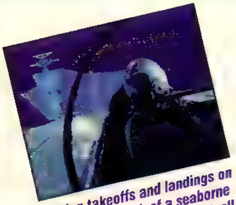
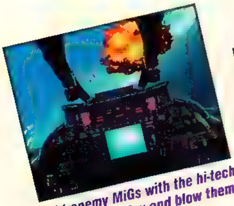
# TIME FOR MORTAL

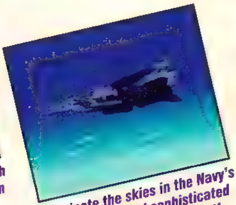
ALL NEW!
16
MEGS
OF POWER

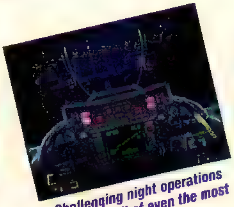
TURN AND BURN
NO-FLY ZONE
ABSOLUTE
SUPER NINTENDO

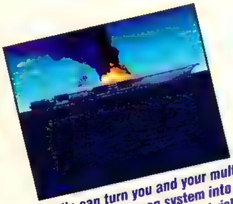

Daring takeoffs and landings on the rolling deck of a seaborne carrier call for nerves of steel!

*Flying kicks. Super punches. Fireballs. Death blows. Some people call this type of fighting "combat." But there are others who call it kid stuff. Like anyone who's sat in the cockpit of an M1A2 Abrams battletank, ears ringing with each blast of its 120mm cannon. Or someone who, 30,000 feet above the Mediterranean, banked their F-14 Tomcat at Mach 2 to shake a MiG off their tail. Now we're talking mortal combat!*


Sight enemy MiGs with the hi-tech Heads-Up Display and blow them out of the sky!


Dominate the skies in the Navy's most lethal and sophisticated weapon, the F-14 Tomcat!


Challenging night operations test the skill of even the most expert pilots!


One slip can turn you and your multi-million-dollar weapon system into a twisted heap of flaming debris!

# SOME REAL COMBAT!

ALL NEW!
16
MEGS
OF POWER!

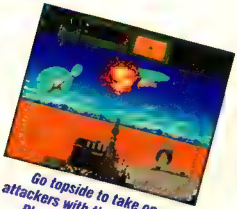
And you can too with our spectacular new 16 MEG military simulators, ***SUPER BATTLETANK 2***™ and ***TURN AND BURN: NO-FLY ZONE***™. They're not real life, of course, but their mind-blowing graphics, senses-shattering 16-bit sound, and lifelike animation make for combat action that sure feels that way.

*Forearm jabs? Roundhouses? Come on. Forget the kid stuff. Try fighting like the big boys do.*

ABSOLUTE™

**Murderous day, dusk, and night duels against a well-armed and numerous foe test your tactical ability!**

SUPER BATTLETANK 2
ALL NEW!
16
MEGS
OF POWER!
ABSOLUTE
SUPER NINTENDO
ENTERTAINMENT SYSTEM



**Go topside to take on attackers with the high-speed Phalanx machine gun!**

**Call in F-15 air support to swoop down and lay waste to enemy resistance!**

**Kill shot! Re-live your victories with full-motion video replays of enemy acquisition and termination!**

**Ultra-realistic animation includes PATRIOT missile launches!**

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# TRICKS OF THE TRADE

# CHEAT SHEET

## MOST WANTED TRICK ANSWERS (cont.)

required, but must not be performed by Scorpion or Sonya. And the seventh most important technique to find (Ermac) is this. If you'll notice, on the floor there is a large circle in the middle of the room. You must have your victim perfectly aligned with this circle. This will take lots of time and effort to find him. Follow these steps to find him. Yet, I'm not so sure he is called Ermac. Have fun trying to find, not to mention beat him.

Mark Anthony Begin
Turlock, CA

I am quite a loyal reader of your awesome mag, and in the last issue I noticed the article "Most Wanted Tricks" that had a photo of a character named "Ermac." Ermac is something programmed into all current Mortal Kombat arcade systems. Ermac is not a character at all. The name stands for "Earnings per machine," which is self explanatory. However, every now and then, someone hears about a misinterpreted "Ermac," and thinks it is a character in the game. More people hear the rumor and tell their friends about it. Before long, quite a few people are talking about it, however untrue the rumor. [illegible]

# TRICKMAN'S CHRISTMAS SPECIAL!

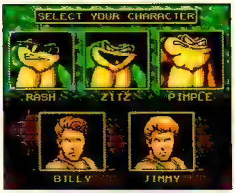
## Battletoads and Double Dragon

**Nintendo** | **Tradewest**

**Start With 5 Lives**

**Choose the character you want to play. Then hold UP, A and B at the same time. Press START to begin with five lives.**

POWER TRIP

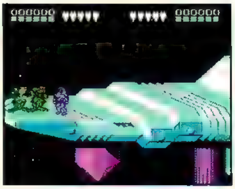


At this Character Selection Screen, do the code.

Start the game with five lives instead of the normal three!

If you would like to start your game with five lives instead of three, enter this code for Battletoads & Double Dragon. First, choose the character you wish to play, whether it be one of the Battletoads or one of the Lee brothers. What you must do next is press and hold the UP, A, and B buttons at the same time. Then press START. When you begin your game, you will have five lives instead of the normal three. You can do this code when you are asked to continue. The second player can also get five continues by doing the same code on the second controller. Both players can have the advantage.

Chester Lota
Chesapeake, VA



Do the code with two players and also when you continue!

## B.O.B.

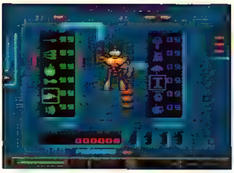
**Super NES** | **Electronic Arts**

**Maximum Power-Up**

**Go to the Continue Option and put in the code: 196420. Start the game and you will be powered-up to the max.**

POWER TRIP

Start your game with all weapons powered-up to the max and the remotes filled to nine. To do this, go to the Continue Option at the beginning of the game, and put in the following code: 196420. The game will tell you that this is an invalid password, but the code will still work. Just start the game to get powered-up.



You will have every weapon you need with this code.

## Bubsy

**Genesis** | **Accolade**

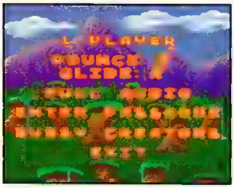
**Passwords**

**Just press button A to access the Options Screen. Move to "Password" and enter your desired code to advance levels.**

POWER TRIP

BUBSY
IN
CLAWS ENCOUNTERS OF THE FURRED KIND
LICENSED BY SEGA ENTERPRISES LTD.
© 1992, 1993 ACCOLADE, INC.

At this screen, press button A to access the Options Screen.

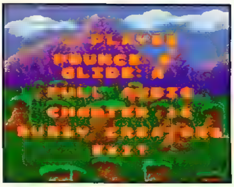


Choose Enter Password to put in the code of your choice.

At the Title Screen, press A to bring up the Options Menu. Move to the Password Option and then press RIGHT and enter the following codes:

Chapter 01 - JSSCTS
Chapter 02 - CKBGMM
Chapter 03 - SCTWMN
Chapter 04 - MKBRLN
Chapter 05 - LBLNRD
Chapter 06 - JMDKRK
Chapter 07 - STGRTN
Chapter 08 - SBBSHC
Chapter 09 - DBKRRB
Chapter 10 - MSFCTS
Chapter 11 - KMGRBS
Chapter 12 - SLJMBG
Chapter 13 - TGRTVN
Chapter 14 - CCLDSL
Chapter 15 - BTCLMB
Chapter 16 - STCJDH

Michael Cote, Sandown, NH



You will be able to start from the chapter of your choice.

E=MC²
"Cogito Ergo Sum"
GEAR WORKS
GAME GEAR
GEAR WORKS
GAME BOY
SONY
IMAGESOFT

# INTRODUCING THE ULTIMATE BRAIN GAME

Okay, so you aced the pop quiz on the meaning of existence, showed your shop teacher a thing or two about birdhouse construction and scored big points with your essay "Beavis, Butt-Head and Buddy Themes in Western Thought." Now, isn't it about time you gave yourself a real challenge? With Gear Works, the most addictive puzzle game since Tetris™. It takes seconds to learn and a lifetime to master.

GEAR WORKS. THE PUZZLE GAME THAT'LL STRAIN YOUR BRAIN.

- Solve over a hundred puzzles as you connect gears in a race against time and friction.
- Transform twelve wonders of the ancient and modern worlds into smooth ticking time pieces.
- Blast pesky gremlins determined to rust and break off the teeth of your gears.
- Use high impact explosives to blow up incorrectly placed gears.

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# CHEAT SHEET

## MOST WANTED TRICK ANSWERS (cont.)

...may be. After a while, one such rumor may get around to one of the game producers from whom an idea springs forth. The game producer decides that in a sequel to whatever game the rumor pertains to, they will take advantage of it and actually make a character called "Ermac" or whatever. The photo seen in issue 51 is most likely a photo taken of a character from Mortal Kombat II, which was recently released to the investment community.

**Dan Lux**
**New York, NY**

I thought you guys only did this in April. You guys had me going for a couple of days. But after thinking about it...I figured it out. What's with the wacky names, huh? Sheilds? Casey? Cage? What are you protecting us from? Super Mario 5,987,654,397 1/4 and Super Ultra Mega Street Fighter 2 Excitement Turbo Mode? Also if you examine the picture, in the lifebar is a "P." There is no "P" in Cage or Ermac. Your precious Ermac is a phony. All he is, is Scorpion's alter ego. Nice try. You're probably asking yourself, self, what does he want for a prize? I'll tell you... [illegible]

# TRICKMAN'S CHRISTMAS SPECIAL!

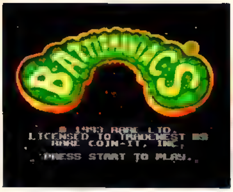
## Battletoads in Battlemaniacs

**Super NES** | **Tradewest**

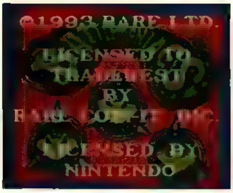
**5 Lives and 5 Continues**

**At the Tradewest logo or the Title Screen, hold DOWN, A, B and press START. When the flag blinks red, the trick worked.**

POWER TRIP



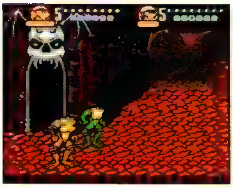
At the Tradewest or Title Screen, do the trick.



If the flag flashes red, you'll know the trick worked.

Does this game seem to get very difficult as you advance through the levels? Fear no more, because this code will let you jam through this game with extra lives and continues. When you turn on the game and the Tradewest logo appears, or the Title Screen comes up press and hold DOWN and the A and B buttons. While still holding these, press START. When the next screen appears, the Battletoads' flag should blink red once, indicating that the code has worked for you. Choose a one- or two-player game, and you will be ready for action with plenty of Toads to spare! Be careful.

**Francis Vivero**
**Williams Bay, WI**



Start you game with five lives and continues for both players!

## Super Turrican

**Super NES** | **Seika**

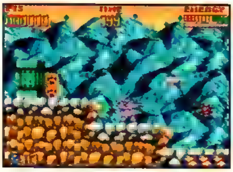
**Level Skip**

**Pause the game. Now, press RIGHT, LEFT, DOWN, RIGHT, A, and then START. Do this in every level of the game.**

POWER TRIP

Go into the game and press START to pause the game play. Now press RIGHT, LEFT, DOWN, RIGHT, A and then START. You will hear music and you will then fade into the next level. You can keep doing this in every level until you get to the end of the game!

**Onder Kacak;Cologne, Germany**



Pause the game and do the code to go to the next level.

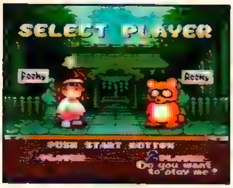
## Pocky and Rocky

**Super NES** | **Natsume**

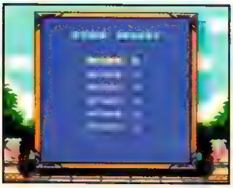
**Stage Select**

**On controller 1, hold X and Y. With these held, press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B to make the trick work.**

POWER TRIP



On this screen, hold X and Y. Then do the code with the pad.



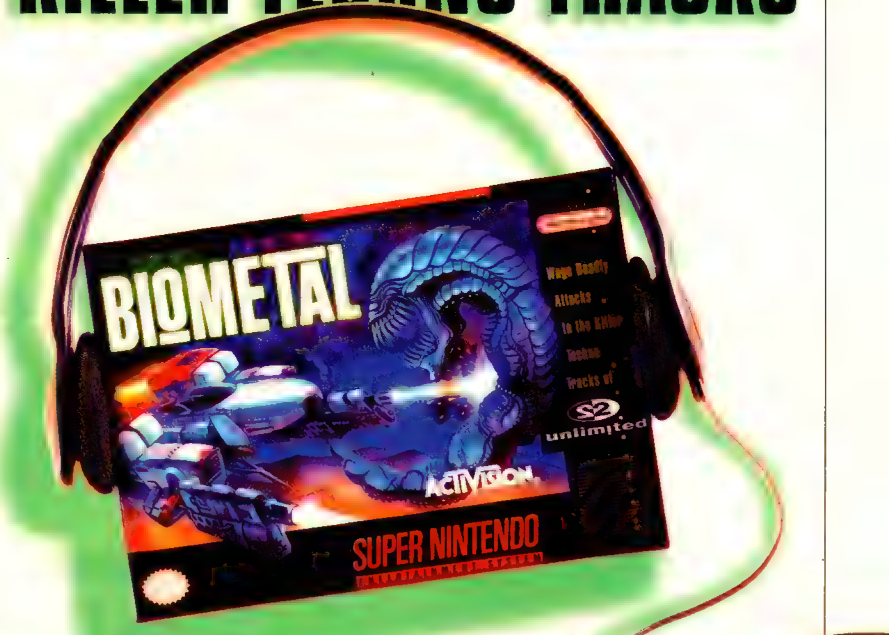
The Stage Select Screen will appear. Choose any level.

This cool trick will let you get a stage select for this game. Here is how to do it: On the Player Selection Screen, take controller 1 and press and hold the X and Y buttons. With these held, press these buttons in this order: A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. You will then hear a sound that indicates the trick worked. Choose your player and hit the START button. The Stage Select Screen will then appear. Now, choose any stage you wish to play. You will even get to choose the last stage in which you must fight the Black Mantle. Defeat this last Boss and win the game!

Battle with Black Mantle

You will be able to go to the last stage to fight Black Mantle.

# WAGE DEADLY ATTACKS TO KILLER TECHNO TRACKS


BIOMETAL
Wage Deadly Attacks to the Killer Techno Tracks of
2 unlimited
ACTIVISION
SUPER NINTENDO
ENTERTAINMENT SYSTEM

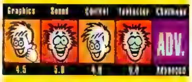
It's hypersonic battle action with a mind-blowing techno beat as you jockey to out-maneuver, out-think and out-gun the gruesome mutant BioMetal race and destroy its virulent breeder colony. Bristling with hostility and awesome firepower, BioMetals stand on the very brink of total galactic domination.

To avert total destruction, you've got to think as fast as you fire...and conserve valuable energy for the final confrontation. Blasting away to hot, cutting-edge techno tracks composed by the world renown techno group 2 Unlimited, it's all-out combat through five hellacious levels in lethal alien worlds.

With six powerful "switch-on-the-fly" weapon systems, including the radical G.A.M. offensive-defensive shield, you waste wave after wave of relentless and evil marauding mutants.

BioMetal: the 22nd century's epic battle for survival. It's meltdown intensity on SNES now.

*"...One of the years best and hardest shooters ...Shooters have rarely had it so good "*


Graphics
Sound
Control
FunFactor
Challenge
4.5
5.0
4.0
5.0
ADV.
Advanced

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BIOMETAL IS FOR YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. TO ORDER: SEE YOUR LOCAL RETAILER OR CALL 1-800-477-3650.

# CHEAT SHEET

## MOST WANTED TRICK ANSWERS (cont.)

Either a Super Street Fighter arcade machine or a home game for the Super NES. Or, a Mortal Kombat arcade machine or home game for Super NES.

**Christopher D. Bartolo**
**Bohemia, NY**

I am writing to answer your question on Ermac! To get to Ermac you must have the machine set on level 5 (the highest level). Then you must be at the Shrine stage and get a double flawless using only punches. When it says, Finish Him or Her, you must knock your opponent under their statue.

**Nicholas Kohart**
**Boca Raton, FL**

Ermac of Mortal Kombat is a hoax!! After looking over the magazine for a day, and playing the Genesis MK, I made a realization. IT IS IMPOSSIBLE!! The picture shows (faintly) in the background the energy bars for the SNES version. Also, Tony Casey says that he played the game six months ago?! I bought the game on the first day it came out, Mortal Monday, Sept. 13—two weeks ago!

**Michael Gaddis**
**Woodstock, GA**

Some people think Ermac is in the home versions. If you find any more, let us know!

# TRICKMAN'S CHRISTMAS SPECIAL!

## Shinobi III

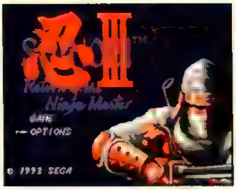
| Genesis | Sega |
|---|---|

**Unlimited Shurikins**

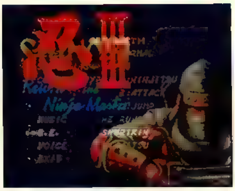
**Go into Options and move to S.E. Set it to "Shurikin." Set the Shurikins at 00 and wait to get an unlimited supply.**

POWER TRIP

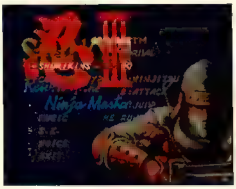
Get an unlimited amount of Shurikins in this game. At the Title Screen, choose the "Options" selection. In the Options, move down to the S.E. command and set the sound to "Shurikin." Now move back up to the command, Shurikin and set them to 00. Stay on this Option and wait until it turns into an infinite symbol.



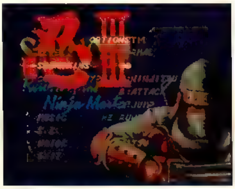
When you are at the Title Screen, choose the "Options."



In Options, move to the S.E. and choose "Shurikin."



Move to the Shurikins Option and put the number at 00.



Wait until you hear a sound. The unlimited symbol appears!

## Street Fighter II Turbo

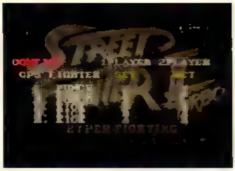
| Super NES | Capcom |
|---|---|

**Button Configuration Trick**

**On the Character Selection Screen, choose your fighters and hold the SELECT. Choose your stage and it will appear.**

POWER TRIP

The trick that worked in SF II also works in the Turbo version. To configure your buttons without using the Options, go to the Character Selection Screen and pick your character(s) in a 1- or 2-player game. Hold SELECT. Once you choose (or fly to) your stage, the Configuration Screen will appear.



By doing this trick, you can configure between matches.

## TUFF E NUFF

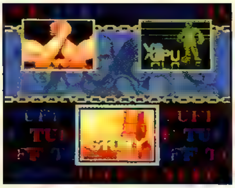
| Super NES | Jaleco |
|---|---|

**Play as the Bosses**

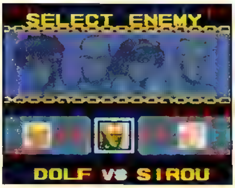
**For a one-player game, go to the Select Mode and do the pad trick. For 2-players, reset and go to the second part.**

POWER TRIP

To play any character (including the enemies) against any character, start your game from the Title Screen. When the "Select Mode" Screen appears (with three boxes), push the control pad in the following pattern: LEFT three times, RIGHT three times, and LEFT seven times. Then press START and you will hear an explosion sound. Additional characters will appear on the screen. For a two-player game with Bosses, do the same code and reset the Super NES. When the Select Mode appears again, press RIGHT three times, LEFT three times, RIGHT seven times, then START.



When the "Select Mode" screen appears, do the trick.



After the explosion, you can pick more characters to use!

Play as the Bosses in a one- or two-player fight to the finish!

Once you get your hands on the Conqueror you'll always have a smart gameplaying companion. Because this arcade-style controller has a programmable "brain" that remembers your favorite moves. With the Conqueror you can program in your best action sequences and replay them again and again—to really rack up the scores *big time*.

The Conqueror is the newest member of the QuickShot team which includes a full line of high-quality thumb-control pads, joysticks, and arcade-style controllers.

You'll find QuickShot wherever your favorite videogame products are sold. And in the hands of value-wise gamers like you.

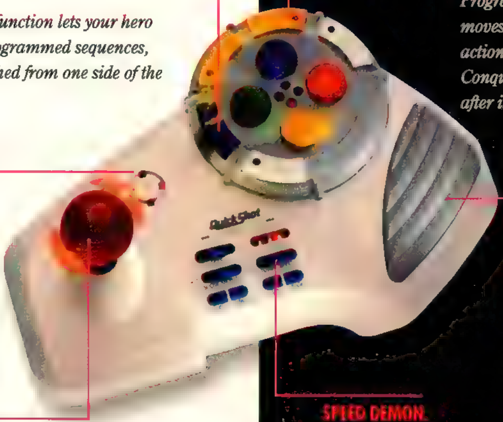
So check out all the Conqueror's special features below. Then check it out for yourself soon.

QuickShot Technology, Inc. A Member of Tomei Group,
47473 Seabridge Drive, Fremont, CA 94538

**QuickShot®**

*It's how you play the game.*

# STICK WITH THE PROGRAM.



**ABOUT FACE.**
*Conqueror's reverse function lets your hero perform the same programmed sequences, even when he's switched from one side of the screen to the other.*

**PLAY IT AGAIN.**
*Program in and play back your winning moves. You can combine up to eight action steps in each sequence. And the Conqueror will save your program even after it's been unplugged or turned off.*

**LIGHT SHOW.**
*Bright LED buttons indicate your speed, direction, and other gameplay selections.*

**AN EXTRA DEGREE OF COMFORT.**
*The rotating control pads swivels 270 degrees to your own best angle; the ribbed wrist-rest supports you in style.*

**MORE JOY.**
*You've gotta feel it to believe it! This smoothly rotating, 360-degree joystick will take you every which way but "lose."*

**SPEED DEMON.**
*Your options range from slow motion to turbo speed to independent autofire to keep all your needs covered.*

**FOR SEGA GENESIS:**
**Conqueror 3™**
**QS185**

**FOR SNES:**
**Conqueror 2™**
**QS186**

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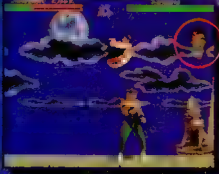
# CHEAT SHEET

## MOST WANTED TRICK

Mortal Kombat keeps coming back as the most wanted trick! People just can't get enough of this game and all of its hidden attributes! This time, the Genesis version comes into the picture with another juicy rumor about a hidden character! It has been said that there is a kickboxer named Nimbus Terrafaux hidden in the Genesis version of the game. Here are the details: Supposedly, you are to wait for Reptile to come onto the screen and say, "Look to La Luna." At this point, you are to put in some sort of code and press START before he leaves the screen. The game restarts and you should be able to select this new character. Rumor also says that his face goes across the moon every so often, but you can't get to him with the DULLARD code. Do you have any ideas? If you have the method to get to him, or have a good idea, send it in! We'd love to print it!



Could this be the infamous Nimbus Terrafaux?!

# TRICKMAN'S CHRISTMAS SPECIAL!

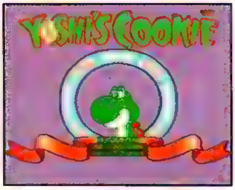
## Yoshi's Cookie

| Super NES | Bullet Proof Soft. |
|---|---|

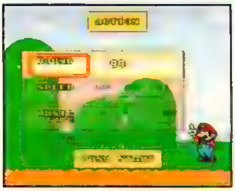
**Select Extra Rounds**

**On Action menu, put the Round number on 10, the Speed on Hi, and music type Off. On pad 2, hold L, R, SELECT and START.**

POWER TRIP

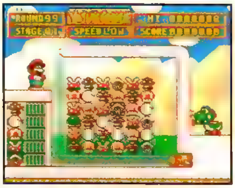


Select the Action Mode from the Title Screen and start.



You will get to this Option Screen. Do the trick here.

There is a code that allows you to play all the way up to Round 99! To select the extra rounds, use controller 1 and choose the Action Option from the Title Screen. On the Action menu, put the Round number on 10, the speed on high, and the music type should be off. Now, take controller 2 and press and hold the L button, R button, SELECT and START. You will hear the game say, "Yoshi!" At this point, you can change anything you want on the Options Screen to the preferences you desire. Now you can change the Round past 10; all the way up to 99! This means hundreds of new levels are at your disposal! The cookies are now game characters too!



You will be able to play any round, all the way up to 99!

## Cyborg Justice

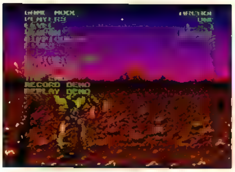
| Genesis | Sega |
|---|---|

**Secret Option Menu**

**To get a new Option Screen that lets you do many things, pause the game and put in C, B, B, C, C, A, C very quickly.**

POWER TRIP

Start your game and make your cyborg in the assembly room. Go into the actual game and pause it after you begin game play. At this point, press these buttons very quickly in this order: C, B, B, C, C, A, C, B. If you have done this correctly (keep trying), a brand new Options Screen will appear.



In the game, pause and do the code for the secret options.

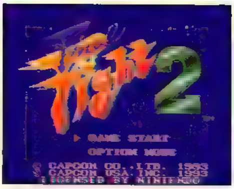
## Final Fight 2

| Super NES | Capcom |
|---|---|

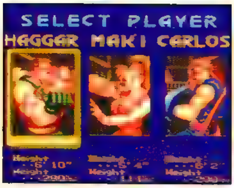
**Same Player Code**

**DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, and then the top L and R buttons held at the same time.**

POWER TRIP

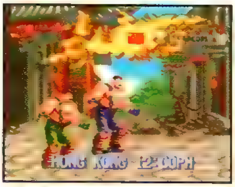


Do the code at the Title and it will turn blue. Pick 2 players.



Player 2 picks the character first. Pick the same character.

Now you can be the same characters in a two-player game! At the Title Screen, when it lets you choose a 1- or 2-player game, press these buttons in this order: DOWN, DOWN, UP, UP, RIGHT LEFT, RIGHT, LEFT, and then the top L and R buttons at the same time. The screen will turn blue. Select a two-player game, and then go to the Character Selection Screen. Have player 2 choose the character you both want to play as, and then have player 1 choose the same character. Both of you will be the exact same characters, but with different colors. Now, go through the game, fighting with your twin!



When you go into the game, you will be with your twin!

# WIN! The Ultimate Gaming Rig!!

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SCORE 00019601
SUPER NINTENDO
SUPER SET
SUPER NINTENDO
SEGA
MENACER

**You have the POWER.** In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

**Video Game Contest.** Play any 16-bit game you want with this line-up: Neo Geo Gold, Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer and Panasonic 3DO (not shown). Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, $1,000 in games, cash, accessories and more!

**Media Rig Contest.** The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. This rig will blow you away (literally!)!! You'll not only see but feel it too!

**We're talkin' GAMING HEAVEN!**

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

**In the future.** There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

## Mystery Word Grid

| | | | | | | |
|---|---|---|---|---|---|---|
| | | | | S | ___ | M<br>Y<br>S<br>T<br>E<br>R<br>Y<br><br>W<br>O<br>R<br>D |
| | | E | | | ___ | |
| E | N | T | R | Y | W | |
| | T | | | | ___ | |
| | | | | M | ___ | |

### WORD LIST and LETTER CODE chart

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| ENTRY | W | CHASE | G | WINGS | P | STORM | E |
| MAJOR | H | MICRO | M | DREAM | R | NINJA | B |
| METER | F | QUEST | O | TURBO | T | RULER | S |
| RANGE | A | TOWER | J | FLINT | U | HEAVY | Z |

MYSTERY WORD CLUE: WORLD RULERS HAVE IT, IT COMES OUT OF AN OUTLET AND IN THIS CONTEST YOU HAVE IT!

**Yes!** ENTER ME TODAY, HERE'S MY ENTREE FEE:

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☐ ($3.00) Media Rig Contest
☐ ($5.00) SPECIAL! Enter Both (SAVE $1.00)

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**Address** ____________________

**City** __________ **State** ______ **Zip** ______

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Choose A Hero

[illegible] [illegible] [illegible]

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# CAPTAIN AMERICA® and The AVENGERS™

## Get The Hot New Game For Home From The Software Toolworks

CAPTAIN AMERICA
SUPER NINTENDO

**Captain America and the Avengers**, the hit arcade game and best-selling Marvel Comic, is now available for your Super NES®. Just like the arcade game, you can choose from any of the four Avengers, each with his own special powers. Your goal is to defeat the diabolical genius Red Skull and his super-evil mind control device. Game features include:

- Normal or extremely radical "Arcade Mode" with special challenges.
- Six levels of play and action sounds just like the arcade game.
- Amazing power-ups and action in the air, undersea or in outer space!
- Single or two player option with simultaneous cooperative play on the two-player setting.

**Captain America and the Avengers** plays just like the arcade game and sounds just like the arcade game. All that's missing is the skee ball wussy next to you.

Get this game! It's up to you and your Avenger to save the world, and maybe even the solar system.

CAPTAIN AMERICA

## Win A Full Sized Arcade Game (Cool, huh?), Captain America Jean Jacket, T-Shirt or Cap!

Think of it - a real, full-sized Captain America arcade game (just like the one to the left) in your very own bedroom or basement. *Radical!* Or you can win an embroidered jacket, Captain America T-shirt or really cool cap. Just fill out the coupon below and send it in. It's as easy as that! And make sure to check out the cool new **Captain America and the Avengers** game for Super NES at your favorite video outlet!

### Yes, Yes, Yes, I Want To Win This Arcade Game!

Name ______________________________

Street ______________________________

City/State/Zip ______________________________

Phone (____) ________________ Age ________

Mail to: Captain America Sweepstakes, c/o The Software Toolworks,
P.O. Box 6139, Novato CA, 94949. Deadline 3/1/94. Drawing 3/31/94

Official Rules 1) No Purchase Required. One entry per person. 2) To enter, fill in the coupon or print your name, address, city, state, zip code, phone number, age and the words "Captain America Sweepstakes" on a 3" x 5" piece of paper. Mail your entry to The Software Toolworks Captain America Sweepstakes, P.O. Box 6139, Novato, CA 94949. All entries must be postmarked no later than March 1, 1994. All entries become the exclusive property of The Software Toolworks. Not responsible for late, lost, mutilated, or misdirected mail. 3) The sweepstakes is sponsored by Mindscape Inc., A Software Toolworks Company, and is open to U.S. residents excluding employees and the immediate families of Mindscape, The Software Toolworks, their subsidiaries, affiliates, and agencies. Not sponsored by Nintendo or Marvel Entertainment Group. 4) Prizes and their approximate retail values are: 1 Grand Prize Captain America and the Avengers Arcade Game $3,300; [illegible] First Prizes Captain America Embroidered Jean Jacket ($150 ea.); 25 Second Prizes Captain America T-Shirt $25 ea.; 100 Third Prizes Captain America Cap $15 ea. Total retail value of all prizes $[illegible]250. Chances of winning are determined by total number of valid entries received. 5) Winners will be randomly drawn on or about March 31, 1994 and will be notified by mail. All prizes will be awarded. Judges decisions are final. No substitutions or cash equivalents. Taxes, if any, are the responsibility of the winners. Grand Prize winner or parent or legal guardian must sign an affidavit of eligibility and publicity/liability release which must be returned and received within 21 days of the date mailed or potential winner or alternate winners will be selected. For a list of winners send a self-addressed, stamped envelope to The Software Toolworks Captain America Sweepstakes Winners, 60 Leveroni Court, Novato, CA 94949. Requests must be received before April 30, 1994. 6) Void where prohibited. All federal, state and local laws and regulations apply. Acceptance of prize constitutes permission to use winners names and likeness for publicity purposes without additional compensation or permission.

# NEXT WAVE

## 26 GAMES PREVIEWED!!!

**Dracula Unleashed, T-2 Arcade, Incredible Crash Dummies, Untouchables, Double Switch, TMNT TF, Out of this Word 3DO, NHLPA Hockey '93 CD, Bill Walsh College Football CD, Super Turrican 2, Sengoku, Joe & Mac 2, Pirates of Dark Water, Barney & Friends, Wiz'N Liz, Side Pocket, Raiden, Total Eclipse, Sylvester & Tweety, Vajra, Pyramid Patrol, Jurassic Park, Romance of the 3 Kingdoms 3, Prize Fighter, Manhattan Requim, I Will**

## NEW SOFT NEWS

This is a good time for news on video games. With Christmas just about here, you can bet that the companies will be releasing all their hottest titles. In fact, this might even be the best one yet. With the 3DO here, and the Jaguar almost ready, you will have a better selection than ever before.

The Sega CD has some brand new softs coming to help it out. Vic Tokai is releasing Mansion of Hidden Souls and S.O.S. Sega has Dracula Unleashed, Double Switch, Jurassic Park CD and more.

The 3DO has many new games slotted for the market. Oceans Below and Space Shuttle by Software Toolworks will really thrill you. Jurassic Park is even closer to completion, and it looks better than anything else we've seen.

The Super NES has a whole lot of games just waiting to hit the stores, and their numbers are almost limitless.

The Jaguar has Cybermorph, Checkered Flag and Raiden.

No room to get in depth...yet. More next month. What a headache!

18
W.N.
10:22:02

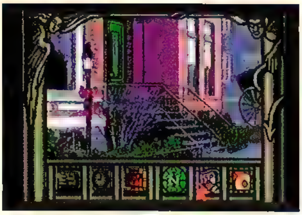
**Sega**

## Dracula Unleashed

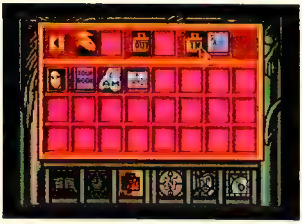
**Sega CD** | **Action**

Dracula is back, and his thirst for revenge has grown strong. His lust for blood is great. You are a young man who is following a bizarre trail of murders. Decapitated corpses and wolves in London make things interesting. Is the Prince of Darkness really back?

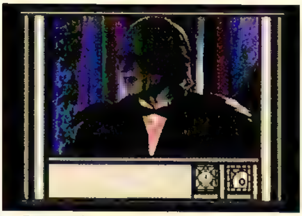
Dracula Unleashed for the Sega CD makes full use of its full-motion video capabilities. The movie-like scenes unravel the horrific plot, as you try to end the madness of Dracula once and for all. His minions are everywhere, and you must keep a cool head if you want to survive your battle against the undead. If you want to be a vampire hunter, this game is for you. Can you find the trail macabre clues? Your life depends on it.



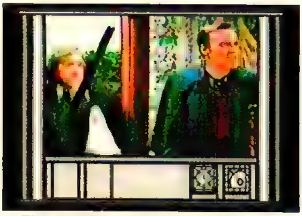
Dracula resides somewhere in London. Travel the misty streets in search of him.



Use your items wisely, or you might find yourself among the undead.

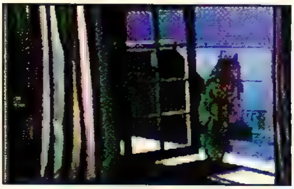


Dracula is ready to suck London dry to satisfy his vile needs.



The vampire hunters have arrived. Is the Prince of Darkness waiting?

DRACULA UNLEASHED

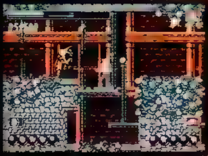


# FANG-TASTIC JOURNEY

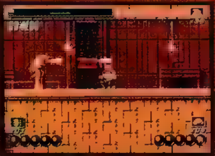
With a mad howl, the transformtion is complete—and the journey begins.

From the fire you emerge, half man, half monster . . . a snarling wolfbeast hellbent on revenge. There's not a bolt-spitting arthropod who can stop you on your quest to rescue your father. Tonight you've got enough animal instinct to tear apart a thousand mutant minions.

It's full moon fever and Wolfchild to the rescue!



Pray for your life in the Ancient Temple and splatter mutating larvae and man-sized cockroaches.



In the madman's lair battle body-snatchers and fire-spewing gargoyles before facing the psychopath himself.

Weed your way through the jungle while fending off volatile vegetation and scaly lizard mutants.

Hair-raising graphics bring to life every mutation, including salmonhead laserblasters and deadly airborne assault squads.

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# NEXT WAVE

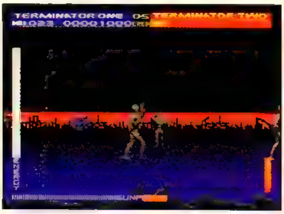
**LJN**

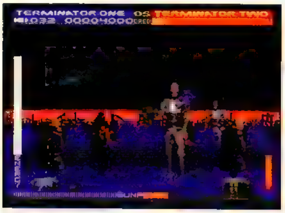
## T-2 Arcade

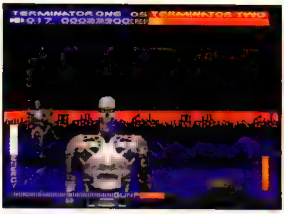
**Super NES** | **Shooter**

In the near future machines will take over the world and enslave mankind. A resistance was made to save the few remaining humans from extinction. You (and an optional friend) are reprogrammed Terminators who must protect John Connor, the leader of the Resistance. Your mission shall take you through time, where you must face the dreaded T-1000.

This cart is just like the arcade game, and it follows the movie very closely. T-2 Arcade is a rough trip from beginning to end.


TERMINATOR ONE
TERMINATOR TWO
ENERGY
Terminators stalk the humans with cold imprudence. Destroy them.


TERMINATOR ONE
TERMINATOR TWO
ENERGY
Keep the human resistance safe from the onslaught of cyborgs.


TERMINATOR ONE
TERMINATOR TWO
ENERGY
Talk about in-your-face action, the Terminators get really close!

**Arena**

## Incredible Crash Dummies

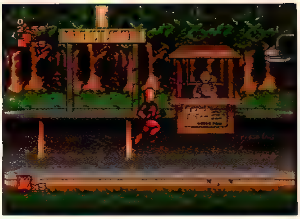
**Genesis** | **Action**

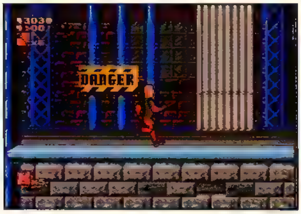
Play as one of the lovable crash dummies. These breakable numbskulls are in their own Genesis cart where they must keep themselves together.

Play through a number of testing sites, where obstacles threaten to break pieces of you off part by part. Make it to the circular exit at the end, and prepare yourself for more fun.

Your attacks vary, depending upon your form. Your mobility will decrease every time you are hit. Ouch!

The Crash Dummies keep reminding us to buckle up, and show us why to do so. The Incredible Crash Dummies is a lot of fun. Getting from zone to zone will test all your skills. If you are interested in breaking into pieces, this game is for you.


Run to the exit, but watch out for runaway cars and spikes.



The further you go, the more dangerous things get. Keep a hold of your body.

**Ocean**

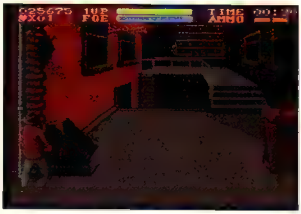
## The Untouchables

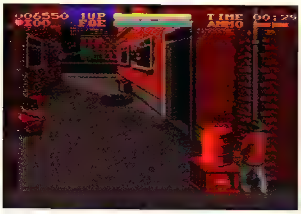
**Super NES** | **Action**

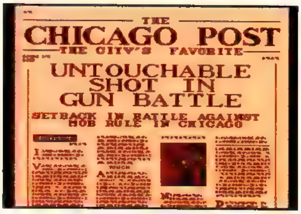
Travel back in time to the days of prohibition and gang warfare. You are Eliot Ness, the one man who can end Al Capone's reign of terror by putting him in prison. You are an Untouchable, armed with your shotgun and steel nerves.

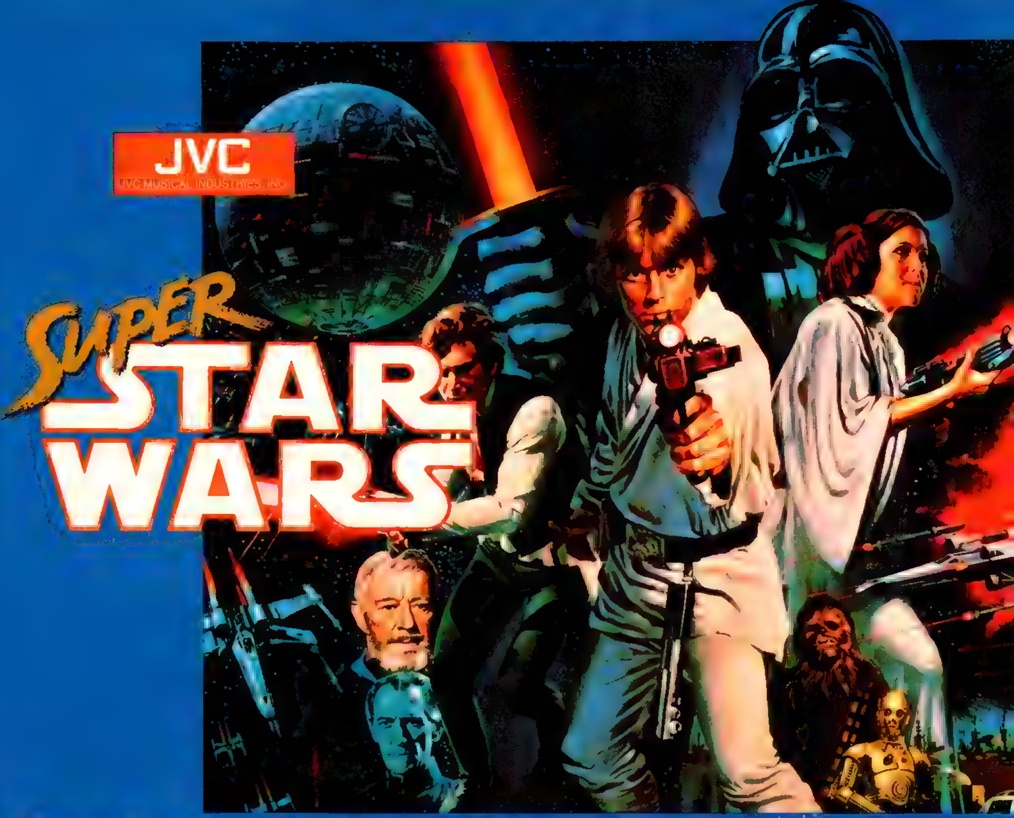
Ocean has put together a decent game that recreates the Chicago of yesteryear. Each level has something different, from a first-person shooter, to an above view action level through a courthouse.

If you want to put Capone behind bars, you'd better be good. The Untouchables game is a great way to relieve stress.


1UP
FOE
TIME
AMMO
Take on criminals in this dark alley. Liquor is being smuggled. Stop it.

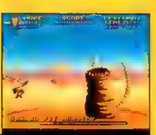

006550
1UP
FOE
TIME
AMMO
Blast the baddies with your shotgun. Take no prisoners, this is war!


THE
CHICAGO POST
THE CITY'S FAVORITE
UNTOUCHABLE SHOT IN GUN BATTLE
SETBACK IN BATTLE AGAINST MOB RULE IN CHICAGO
The city's papers will chart your progress as you go.



# Heroic Battles in a Galaxy Far, Far Away

Cruise through Tatooine in Luke's landspeeder


Battle new alien forms

Get ready to attack the Empire

Take one Corellian smuggler, a kidnapped princess, a clod-kicker from Tatooine and the last of the Jedi Knights and you have the Empire's worst nightmare —a new hope for freedom. Join Luke Skywalker, Han Solo and Chewbacca on the greatest adventure the galaxy has to offer —Super Star Wars.

Blast your way through Jawa territory and into a bar room brawl at Mos Eisley Spaceport. Evade lethal storm troopers tenacious alien forms, and and challenge the Lord of the Dark Side himself, Darth Vader.

All this, plus the incredibly intense 3-D graphics, music and sound effects that you would expect on the Super NES and demand from the people who brought you this classic movie saga. So grab your blaster, strap on your light saber and take on the Evil Empire in your quest for galactic freedom!

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SUPER NINTENDO ENTERTAINMENT SYSTEM

Lucas Arts

**Sega**

## Double Switch

**Sega CD** | **Action**

Double Switch is the next game in Sega's lineup to create an interactive movie. The mystery is similar to that of Night Trap; it's in a place called the Edward Arms. The Edward Arms is a gothic mansion that has an intricate security system within its walls.

You have been hired by a Boy named Eddie and his mother Blanche to protect the guests of this place. The last tenants have disappeared.

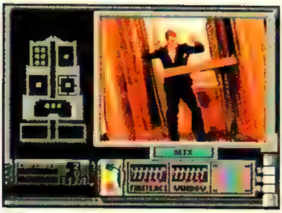
The new people range from "Jeff and the Scream," a techno-punk music group, archeology and architecture students and some petty thieves.

As the game progresses, different story lines will appear each time you play, so that every game has something new and refreshing. With multiple traps and fast-paced game play, this is sure to become a favorite on the Sega CD.

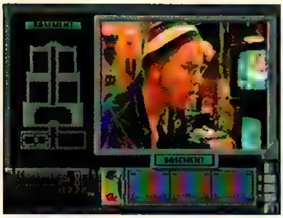
This game will give you the creeps. The music is spooky, and so are the people. What exactly is going on here? We'll have to wait and see...

DOUBLE SWITCH

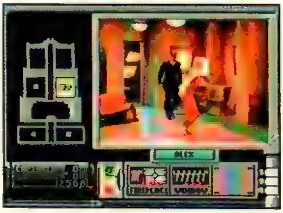
Double Switch is like a sequel to Night Trap. The game play is the same.



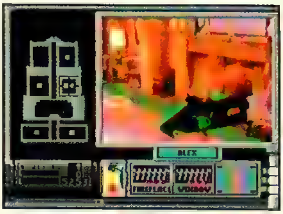
Don't accidentally trap any innocent bystanders or else!



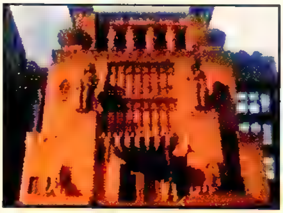
This guy has hired you to protect the guests of his home.



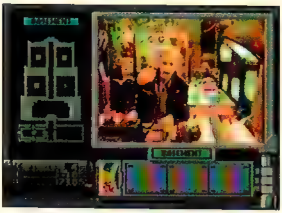
The killer stalks the helpless girl. Little does she know that she's safe.



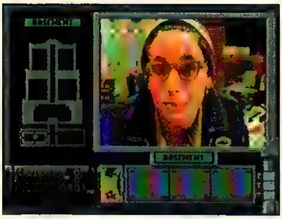
See what I mean? That guy's toast. The girl has been saved, though!



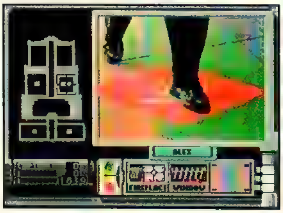
Enter the Edward Arms if you dare. It's like a roach motel.



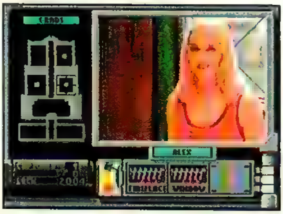
Eddie will rip you to pieces if you screw up. That's not good.



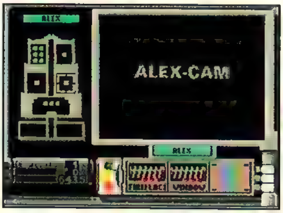
Eddie needs your help. Don't let him or the others down.



If you catch the bad guy in the trap, he's sure to meet a horrible fate.

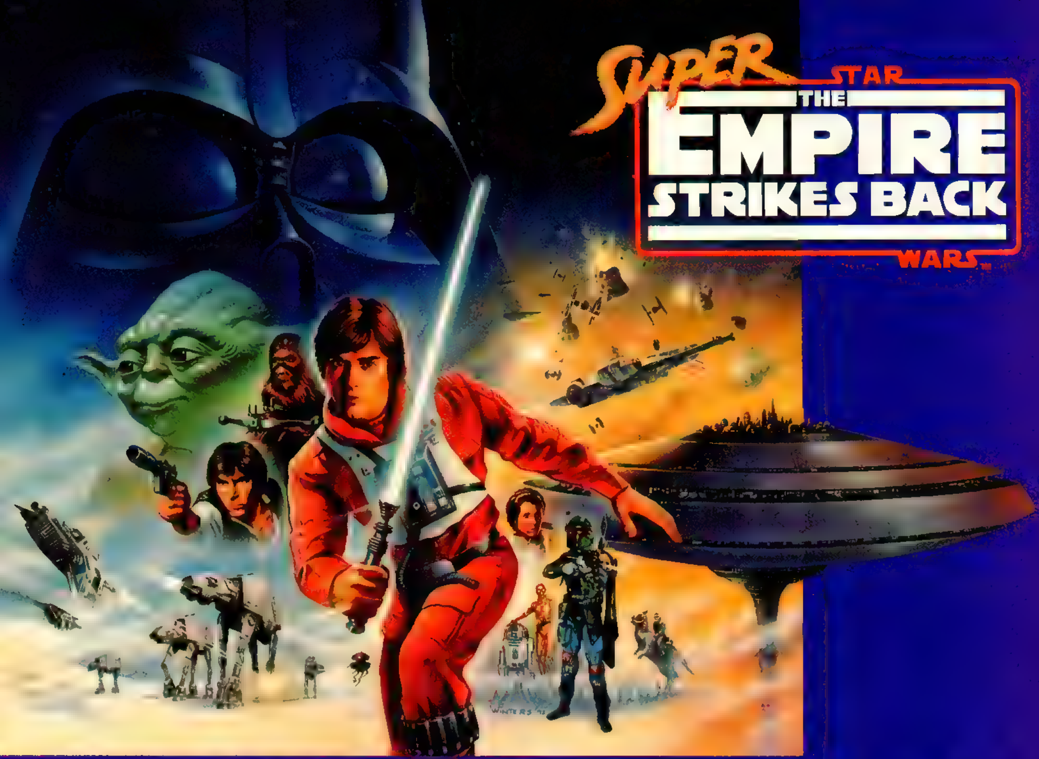


I bet she's relieved. But would you live in this place?



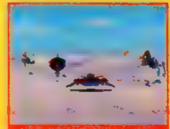
Through the use of the exclusive Alex-Cam, you must save lives.

Double Switch has been put together by some famous people. Corey Haim of "Lost Boys" fame plays as Eddie, and recording artist and actress Deborah Harry from "Blondie" plays his mother. It's directed by Mary Lambert who made films such as Pet Sematary and Pet Sematary 2, along with a few Madonna videos. This game has been made like a real movie. Let's see what Sega can do next. How about another mystery?

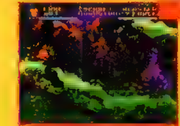


# Will You Accept the Challenge of a Jedi Knight?

Teach a gruesome ice beast a few [illegible]



Battle menacing probe droids and Imperial [illegible]



Learn the secrets of the Force as you train [illegible] Jedi Master Yoda.

Pursued across the galaxy, you and your Rebel Forces now marshall new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action packed sequel to the hit game, Super Star Wars.

Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

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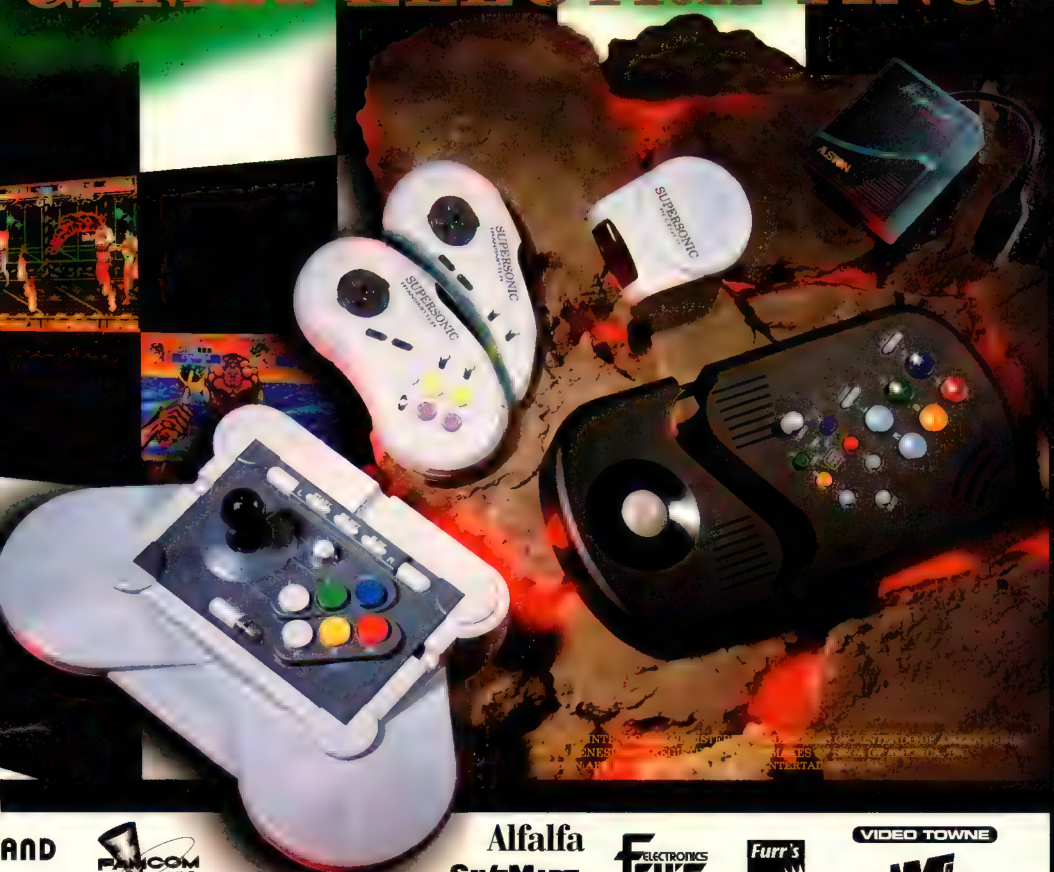
**SUPERSONIC** This is the 21st Century, what are you doing with a cord on your joy pad. Alston's advanced cordless technology will allow you 180 degree movement with a 30 foot range of motion. Add turbo and slow motion options & the SUPERSONIC gives you maximum fire power and control. You will be bored-less when you play cord-less. Both SNES & Sega-Genesis are available now.

Alston currently has Distributors throughout the United States and Canada. For dealer information, please contact your local distributor, or Alston directly. For Alston product information call (714) 572-0888.

# GAMES ELECTRIFYING



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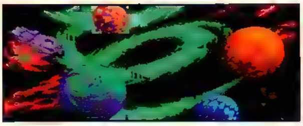
**MEGAVERTER** The latest Alston technology makes it possible to use your SNES controllers to play both the Sega-Genesis 16-Bit & CD Systems. With the introduction of the Megaverter, your favorite Super Nintendo joystick or joy pad will now offer the same excitement for the Sega-Genesis Systems. So, when you SNES gamers are ready to play the new Sega-Genesis 6 button games, don't buy another controller, save yourself some money and buy the new Megaverter. Run out & buy the new Megaverter so you can enjoy both the Sega-Genesis & SNES games with your SNES controllers. CONTROL THE WORLD OF GAMES WITH ALSTON.

Included in every Alston product package are 2 scratcher game pieces. These game pieces will entitle the bearer to a variety of prizes. With winning game pieces revealing prizes ranging from various Alston products, to the Grand Prize, a Sega-Genesis CD system, Alston makes you the winner. Purchase an Alston product today, and test your luck on the scratcher game pieces. These game pieces are void where prohibited by law.

**Konami**

## TMNT: TF

**Genesis** | **Fighting**

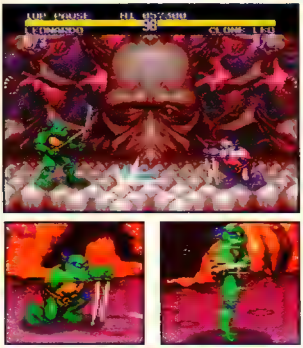


Heads up fightin' fans, another fantastic, fist-flinging, street fighting-type cart is making its way to the Genesis!

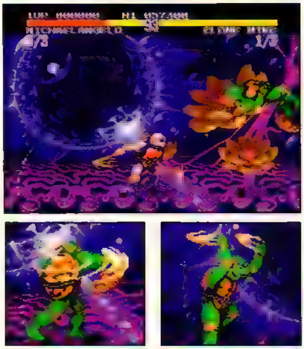
The masterminds at Konami have whipped up this cool Turtles cart, and loaded it with lots of options and special moves. Despite only really using two of the controller's buttons (the third is used for the taunts...), each of the eight playable characters have an assortment of dazzling moves.

If you expected this to be a clone of the Super NES version, you are WRONG! This is a completely new and separate cart.

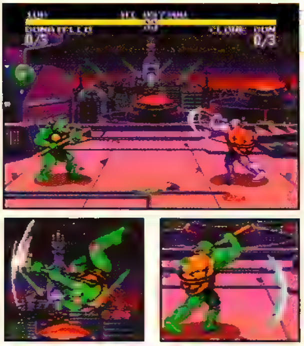
TMNT: TF features voice and dark graphics representing the original comic look of the turtles. If you are a TMNT fan and own a Genesis, look to this one for real excitement!



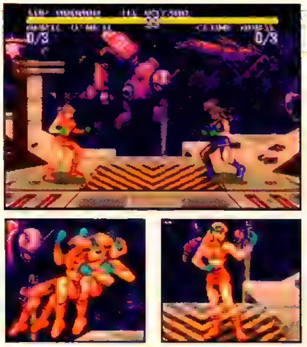
LEONARDO



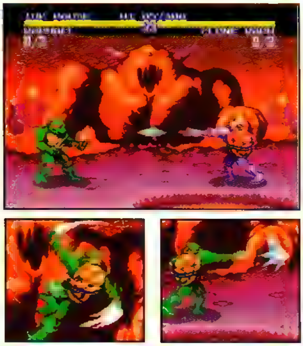
MICHAELANGELO



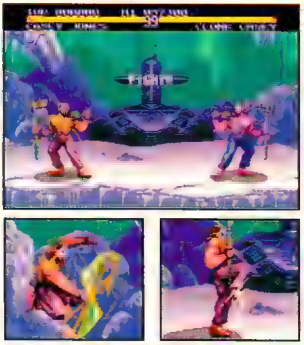
DONATELLO



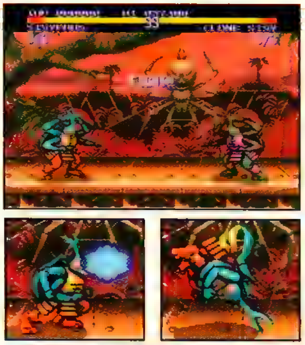
APRIL O'NEIL



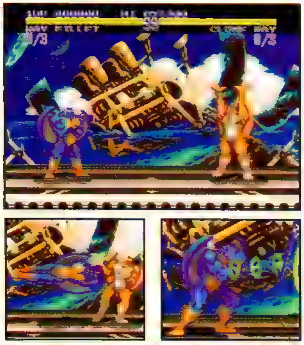
RAPHAEL



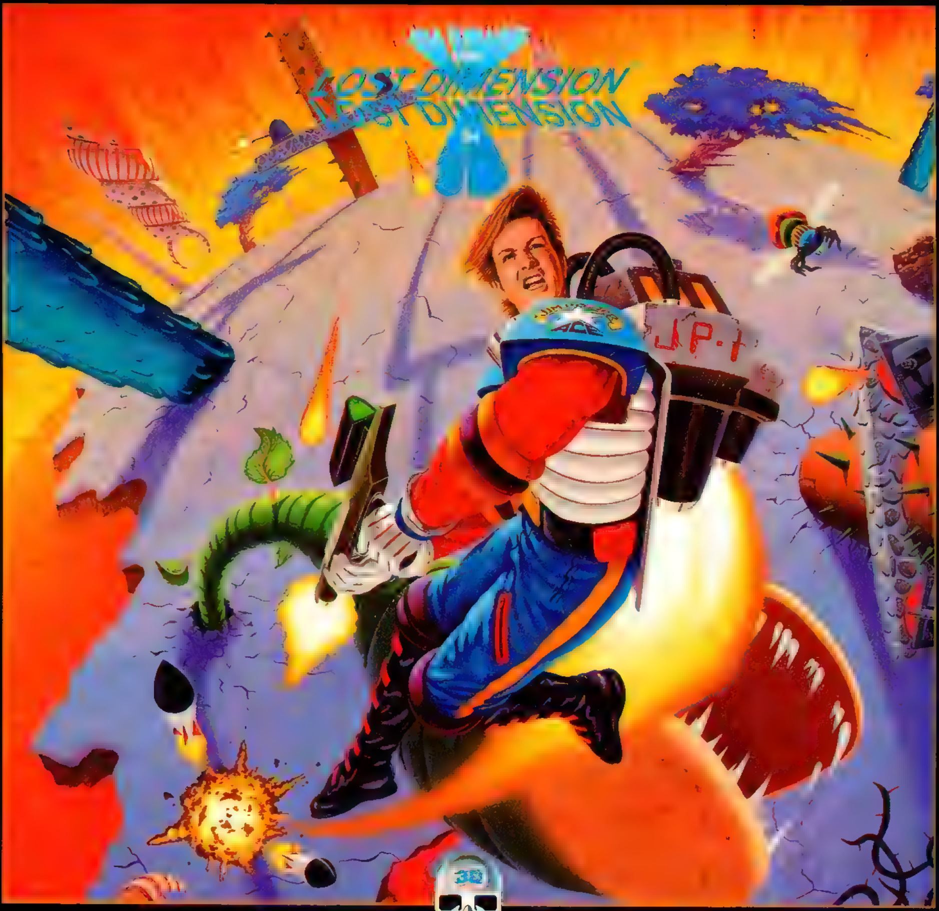
CASEY JONES



SISYPHUS



RAY FILLET



"The stunning visuals of this game have to be seen to be believed, there is nothing else like it out there!"
—Electronic Gaming Monthly

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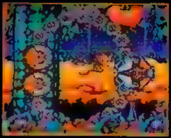
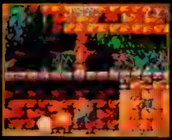
—Die Hard Game Fan

# WELCOME TO THE NEXT DIMENSION





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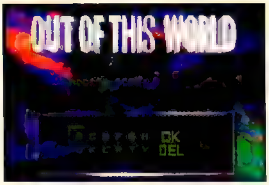
**Interplay**

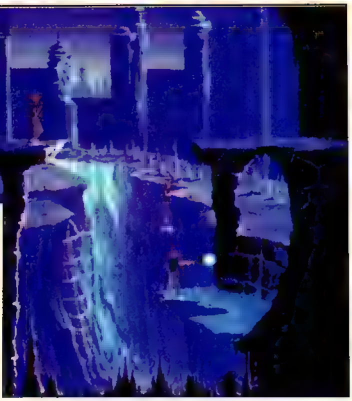
## Out of This World

**3DO** | **Adventure**

Because you've asked for it, EGM is bringing you even more news on the game Out of This World for 3DO. This game is better than the SNES and Genesis versions. The graphics and animation are smooth as silk. The music is as dramatic as ever, and the 3DO's capabilities are put to good use here. EGM has managed to get an in-depth look at this hot title. Behold these maps that show off the graphic detail of Out of This World.

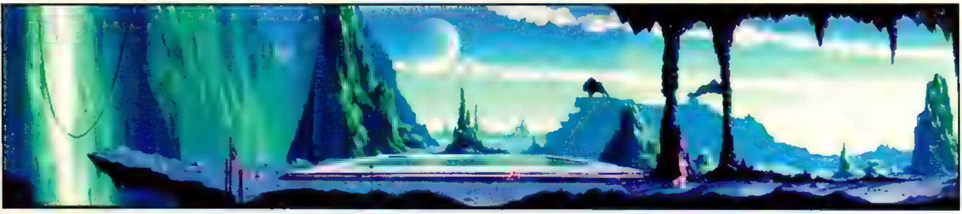


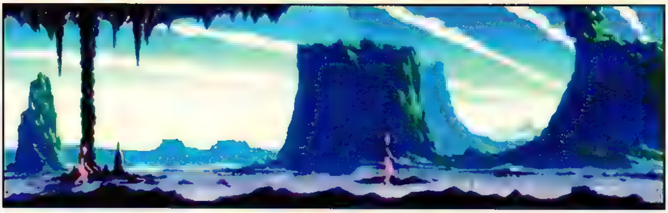
Like the other versions, a password feature is available to you.



### JUMP TO PERIL

Watch out! That first step is dangerous.

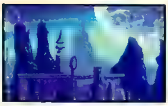


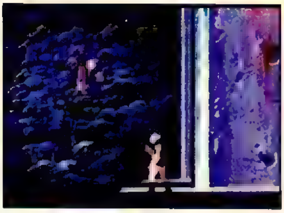


When you first start off, you are drowning in pool of water. Vicious tentacled arms will attack. You can escape them by just moving. To the left, poisonous slugs will pose a threat. Kick them and proceed. A roaring beast will then appear. Run as fast as you can, grab the vine and continue running. You will meet your first alien here. Yow!

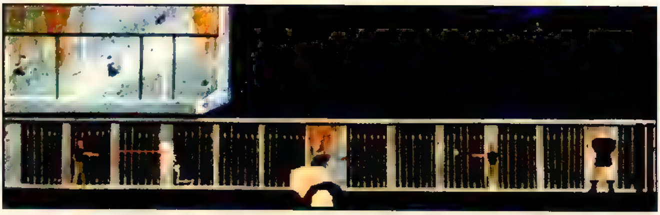
### CINEMA DISPLAYS!

Watch the story unravel through the cinema displays!





Swing the cage down upon your captor, and flee for your life!



### TRAPPED BY THE ENEMY!

Make your escape from the alien penitentiary! Your friend will help you.

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# NEXT WAVE

**EA Sports**

## NHLPA Hockey '93 CD

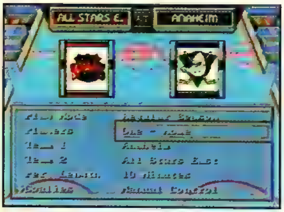
**Sega CD** | **Sports**

Electronic Arts continues with their famous line of Hockey games. NHLPA Hockey '93 CD for the Sega CD is as good as the cartridge, plus it has some really neat features that put this cart on top. All the players are digitized, and you can see the teams highlights from over the past few years in the form of full-motion video.

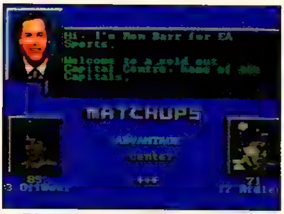
I shouldn't even have to mention that this game has CD sound, as you've probably guessed it. If you've been playing all the previous EA hockey carts, this one is even better.

NHLPA
HOCKEY
'93

Get ready for yet another hockey game by EA. Now on CD!


ALL STARS E.
AT
ANAHEIM

Sort through an entire list of options available to you.



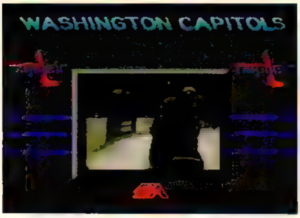
Hi. I'm Ron Barr for EA Sports.

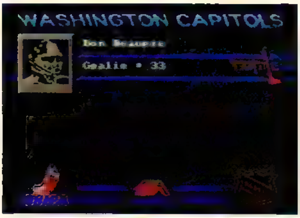
Welcome to a sold out Capital Centre, home of the Capitals.

MATCHUPS
ADVANTAGE
center
89
3 Gilmour
71
17 Kurri

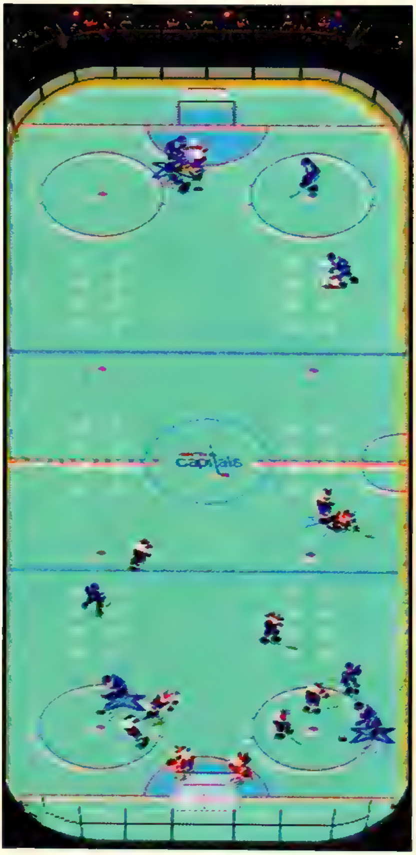
EA sportsman Ron Barr returns to keep you informed on what's new.

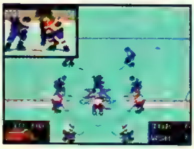
## SPECIAL CD ONLY FEATURES!


WASHINGTON CAPITOLS


WASHINGTON CAPITOLS
Don Beaupre
Goalie • 33

Now there are digitized cinemas of the action, and pictures of the players themselves. These will give you the feeling of actually working with the real teams. There is also a cute little access time screen.





GOAL!
19 Shanahan 1
Assist by
15 Janney 1

**HOT ACTION!**

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[illegible] WORLD CLASS FIGHTERS, TRAIN, SPAR, PICK A STYLE OR CREATE Y[illegible] OWN
ENT[illegible] INTERNATIONAL ARENA MAYBE YOU LL BE GOOD ENOUGH TO BE INVITED TO THE 'KUM[illegible]
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**EA Sports**

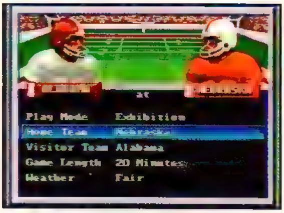
## Bill Walsh College Football

**Sega CD** | **Sports**

Get set for hot sports action with Bill Walsh College Football on the Sega CD. This title offers Madden-style game play, complete with the scaling field. This game has CD sounds and plenty of features that make this among the most playable of the CD games. Bill Walsh College Football looks great. It's pretty much like the cartridge version. If you are heavily into EA sports games, then I can see no reason why you won't like this one. No one does sports like Electronic Arts.

Bill Walsh
COLLEGE
FOOTBALL

EA continues their sports tradition on the Sega CD with much grandeur.

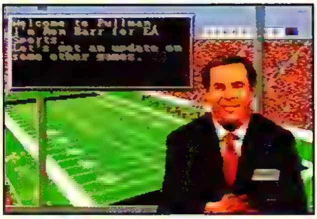


Play Mode Exhibition
Home Team Nebraska
Visitor Team Alabama
Game Length 20 Minutes
Weather Fair

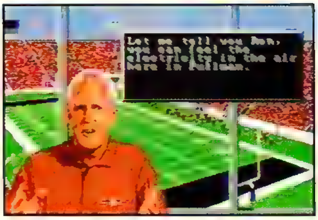
Bill Walsh College Football offers a number of options for easy play.

TEAM MATCHUPS

Check out the team match-ups to see where you need the most help.



Welcome to Pullman.
I'm Ron Barr for EA Sports.
Let's get an update on some other games.



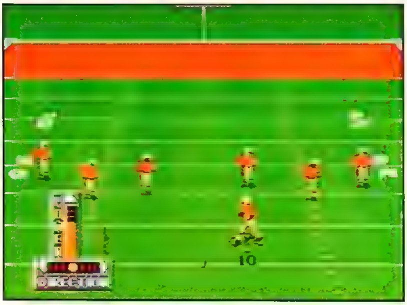
Let me tell you Ron, you can feel the electricity in the air here in Pullman.

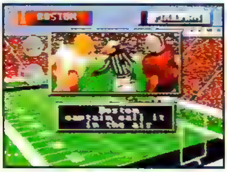
### RON BARR

This guy'll tell you all you need to know about the game, including all the options.

### THE WALSH REPORT

An insider's look at the game. Here's where to get the hot tips!

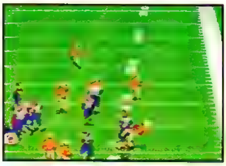


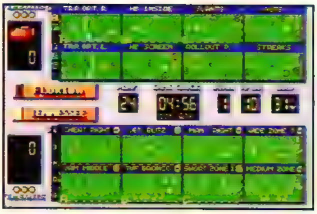


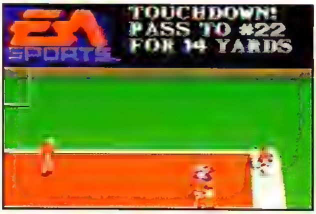
From the coin toss, you choose either offense or defense. When kicking off, use the handy dandy meter to determine where the ball will go.

### IT'S WAR!

Once you get the football, it's time to move it or lose it! Mow over your opponents or you could be eating the grass very soon!



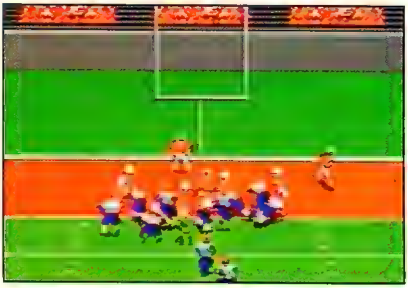


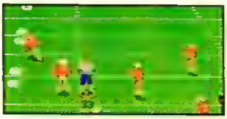


TOUCHDOWN!
PASS TO #22
FOR 14 YARDS

### JUST DO IT...

Each team has its own merits and its own skills. You can play endlessly trying to find out who's the best. But, that's all part of the fun of this game.

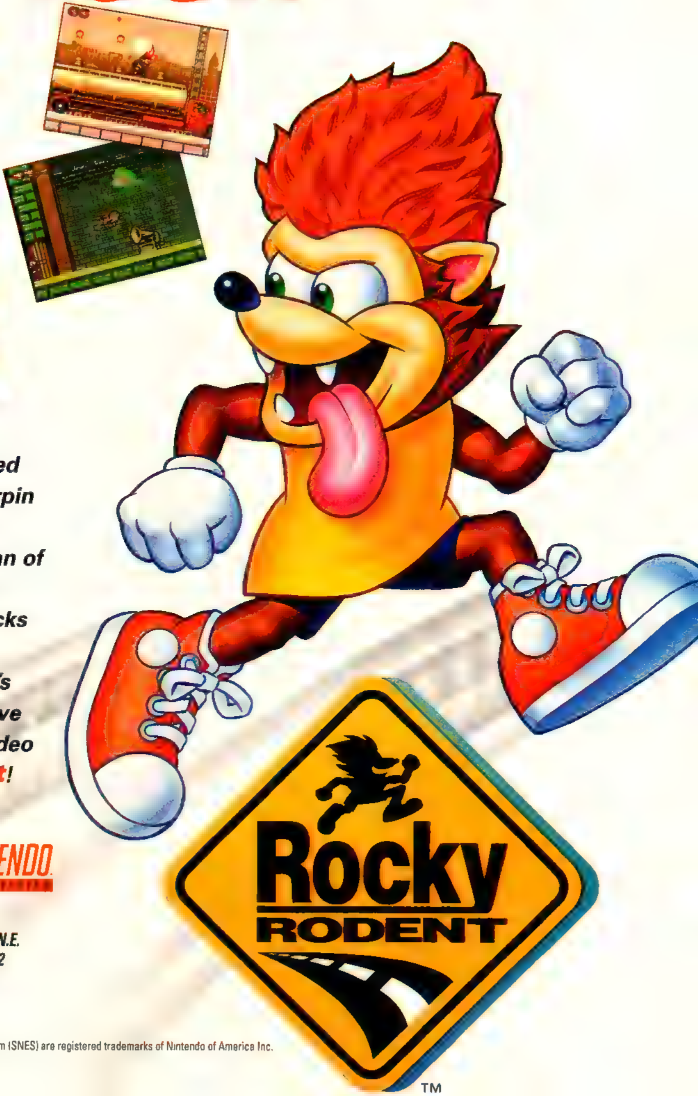




# GO HAIRWIRE WITH YOUR SNES

Rocky
RODENT
SUPER NINTENDO
IREM

***H**e's quicker than a greased hairball. Tighter than a hairpin turn. He's got hair with an attitude. And the fastest can of hairspray in the west. He's trouble in the fast lane. Tricks in a can. Cars, trucks and uncool dudes pull over. He's good road—from Irem. Move hair fast to your nearest video store for **Rocky Rodent**!*



LICENSED BY
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SUPER NINTENDO

**IREM AMERICA CORP**

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**Seika**

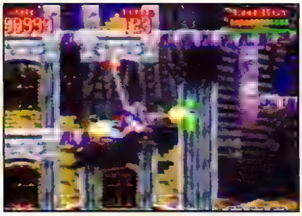
## Super Turrican 2

**Super NES** | **Action**

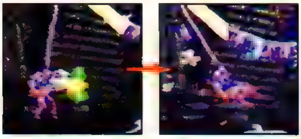
The battles of Turrican continue with this hard-hitting sequel. Super Turrican 2 improves over the first game by making the graphics better, adding new technique and having a whole arsenal of weapons.

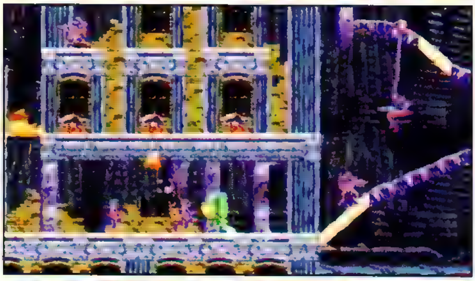
It seems that the evil forces have returned, and it's up to the Turrican warrior to stop them before they destroy the world. Like before, there are huge Bosses, infinite swarms of attacking enemies and lots of power-ups to be had.

Super Turrican 2 is much more than a sequel. For example, you now can swing via a grappling hook like the old game Bionic Commando! This opens up new ways to explore. If you want an action game rich in technique and great in graphics, try out this one!



Super Turrican 2 features an all-new, totally awesome grappling arm!

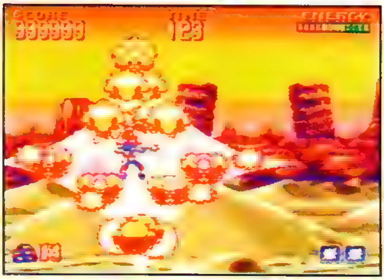




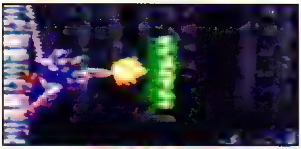
The city has been left in ruins. Use your grappling hook to traverse the many overhangs and pitfalls. "Climb" by hooking yourself onto a wall, and rehooking quickly. There's lots of strategy here!

### NUKE 'EM!

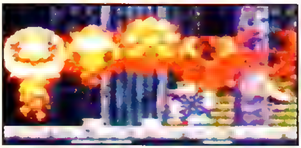
When in doubt, you can nuke the enemies with a huge blast. You only get a few of these, so try to conserve them. The explosion is done much better here, as opposed to in the first game. The explosion balloons out, and the background blurs out!



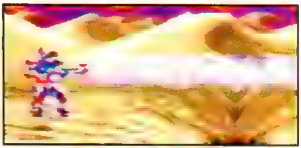
### WEAPONS OF WAR...



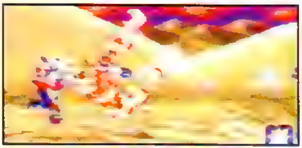
SPREAD GUN



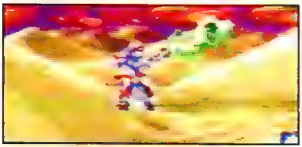
KILLER BALL ATTACK



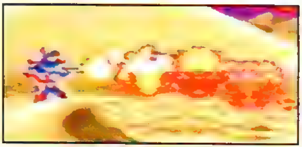
PLASMA BEAM



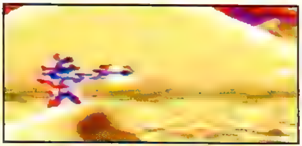
WAVE OF FLAMES



FREEZE BEAM

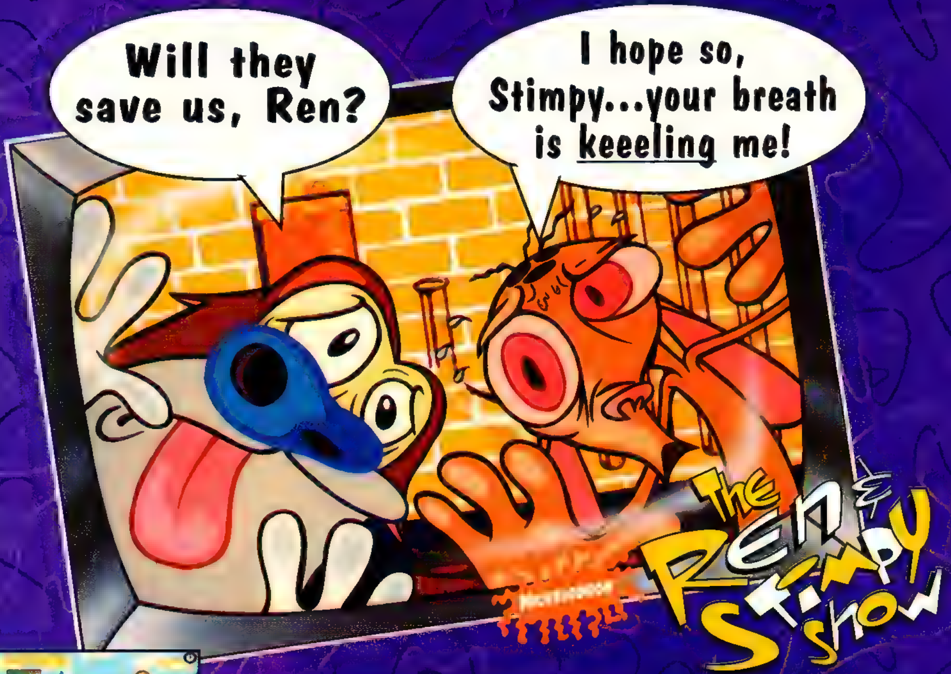


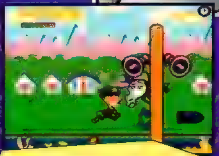
FLAME THROWER



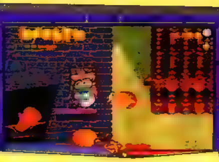
ROCKET LAUNCHER

Note: Screen shots are preliminary and subject to change.


Will they save us, Ren?
I hope so, Stimpy...your breath is keeeling me!
Nickelodeon
The Ren & Stimpy Show



Up to 16 lip-smacking levels of twisted gameplay, man! Yes, sir. I like it!



Load up on putrid power-ups like stinky socks, band-aids, Powdered Toast . . . even Log™.

Bizarre graphics and voice tracks make you feel like you're in the show. Oh, Joy!

**Holy Lederhosen! Ren Hoëk & Stimpy are trapped in their own TV show...and it's up to you to bust 'em out before they fall victim to unsightly yellow build-up—or worse!**

**All you have to do is help your heroes survive four of their classic episodes—including an enchanted, yet *deesgusting* journey through Stimpy's digestive system.**

**So don't just watch Ren & Stimpy—play Ren & Stimpy. And don't forget your breath mints!**

# VEEDIOTS!

Super Nintendo Entertainment System

T•HQ SOFTWARE

Coming Soon for GAME BOY

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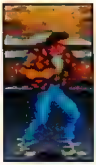
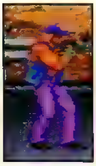
# NEXT WAVE

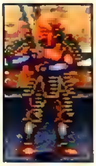
**Data East**

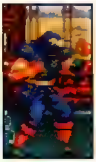
## Sengoku

**Super NES** | **Action**









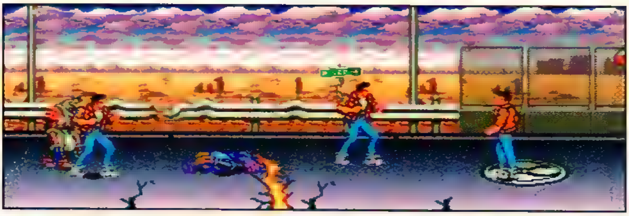
You can change your form by picking up certain items from defeated enemies. You may start off either as Dan or Bill, the first two characters above. Cool...

## FOUR COOL WARRIORS

Four hundred years ago, an evil ruler held the land within his steel grip. Only two warriors were able to stop his evil.

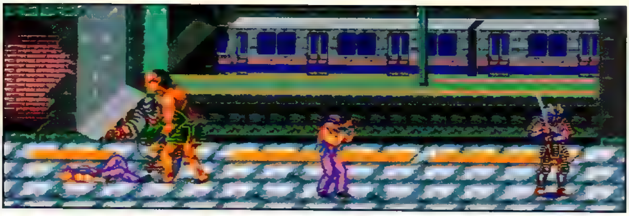
Now that evil has returned, and the two warriors must once again face their greatest adversary. Using the spirits of other warriors, they must fight their way to the cause of all the terror. Get ready for Sengoku!

Sengoku is based on the Neo•Geo game of the same name. The translation is a little rough, but the story is the same. Each character has an arsenal of killer moves, and they'll need them to deal with the deadly enemies. Sengoku is a difficult, non-stop battle against the forces of evil. Only the best will be able to handle the rigors of Sengoku!



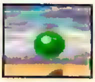
## AREA 1-1: HIGHWAY

Learn your skills here, for the enemies aren't all that tough...yet!



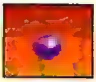
## AREA 2-2: SUBWAY

Level 2 has all new opponents for you to conquer. Take things easy.



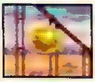
### GREEN GLOBE

Grants the possessor more health to his person.



### PURPLE GLOBE

Gives players a sword to vanquish the enemies.

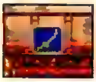


### YELLOW GLOBE

This gives you special powers if you get it.

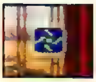
### SWORD ICON

Transforms you into a savage warrior.

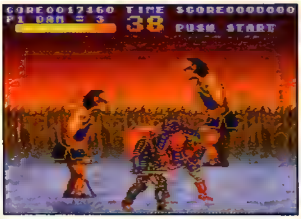


### SHURIKAN

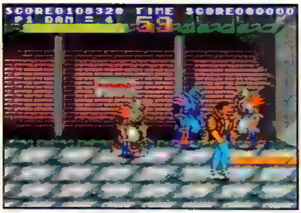
Turns you into a nimble ninja of great skill!



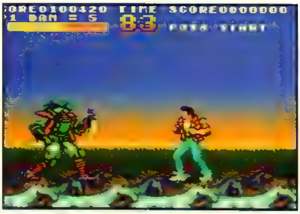
## SPECIAL ICONS



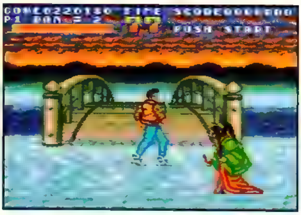
Break the enemy's sword, and he'll be a lot easier to fight.



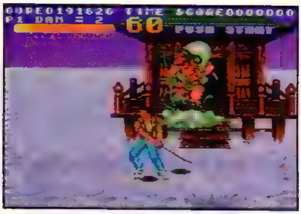
The subway is a great place to find a good fight. Don't be swarmed.



The first Boss is atop a herd of stampeding horses. He's tricky!



Trust no one. Not even the ladies you might come across.



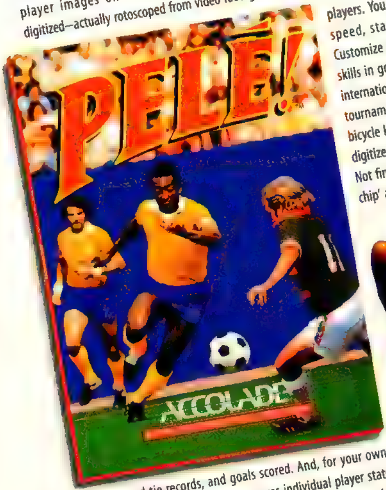
The Bosses will get more difficult to fight. Better get another player!

# "I Was Thinking Of All The Ways To Make A Soccer Game Seem Real.

# Then It Hit Me."

ACCOLADE
GAMES WITH PERSONALITY

"What makes *PELÉ! Soccer* for the Sega™ Genesis™ better than any other soccer game out there? It's not only designed by game experts, it's designed by the world's greatest soccer expert. Me. So you get soccer the way Pele plays—all out, intense, world-class. My 30°-35° slanted field perspective gives you the truest sense of how enormous a real soccer field is. Built-in 'Team Logic' means players move toward the ball being passed by a team mate. Plus, the player images on the screen are extra large and digitized—actually rotoscoped from video footage of soccer players. You can adjust player attributes like ball control, speed, stamina, shot accuracy and aggressiveness. Customize team colors. Select your starters. Sharpen your skills in goalie or shootout mode. Then take on dozens of international challengers in exhibition, 40 game season or tournament play. Master a mix of intense soccer moves—bicycle kicks, headers, sliding tackles, traps and dives. Hear digitized crowd noises and international soccer fight songs. Not finished with a match? Hey, no problem. The 'memory chip' allows you to save season and tournament play, win, loss and tie records, and goals scored. And, for your own team, the 'memory chip' also saves individual player stats including games played, goals, assists and fouls. This is the way soccer was meant to be played. How would I know? Let's just say I did all the research." *To order, head over to your favorite retailer or call 1-800-245-7744.*



**Free Soccer Ball With Every Purchase!***

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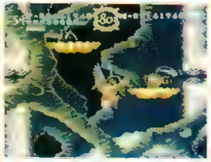
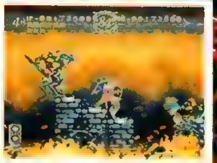
INDUSTEN

TORTOISE ISL.



DEMON'S CAVE



DEATH FIELD

ctRaiser 2
TM

## One of the most anticipated sequels this season!

ActRaiser 2
100% Pure Action and Excitement!
ENIX
SUPER NINTENDO
ENTERTAINMENT SYSTEM

ENIX

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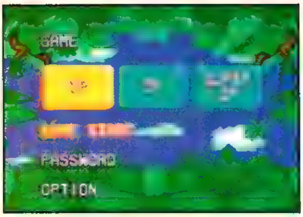
Data East

# Joe & Mac 2

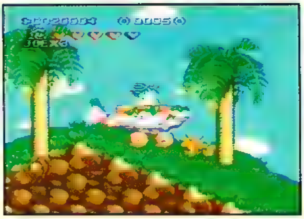
| Super NES | Action |
|---|---|



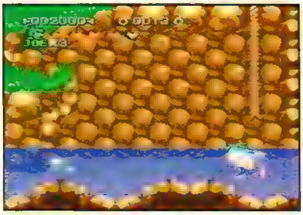
**Joe and Mac 2 offers you a whole slew of options. You can not only play a two-player game, but Super 2 player as well. There is also a password feature which allows you to continue your progress whenever you want. Joe and Mac 2 is a massive improvement over the first game.**

Data East's comical cavemen are at it again! Joe and his cave bud, Mac, return to the Super NES, in a whole new adventure that makes the first pale in comparison. Evil cave dudes are making their lives miserable, so the duo is fighting back. Joe and Mac have a new assortment of weapons, plus their trusty clubs. When they hit another caveman, they will drill him into the ground!

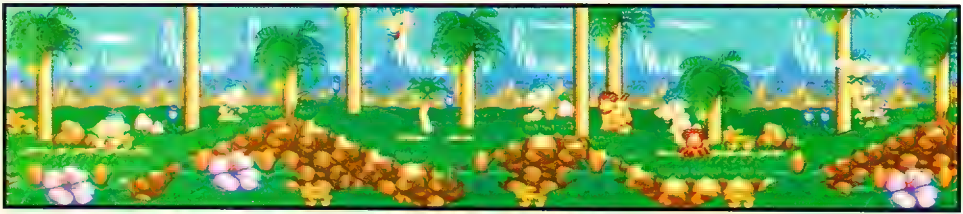
This cart has a lot of humorous moments, and is a lot of fun to play. This time around, there are lots of secrets to be discovered. Power-ups abound, but you must search for them. Joe and Mac 2 is a terrific sequel. If you enjoyed the prehistoric mania of the first, then you'll definitely like this one. Lots of improvements!



**Take a spin in the world's first truck! Bowl over any enemy in your path.**



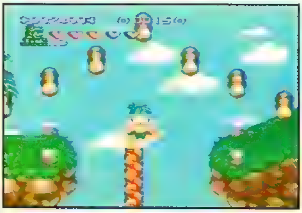
**Swim up stream to get to the the exit. Beware the piranhas swimming around.**



**The first area starts off simple, but it will soon become a winding maze!**

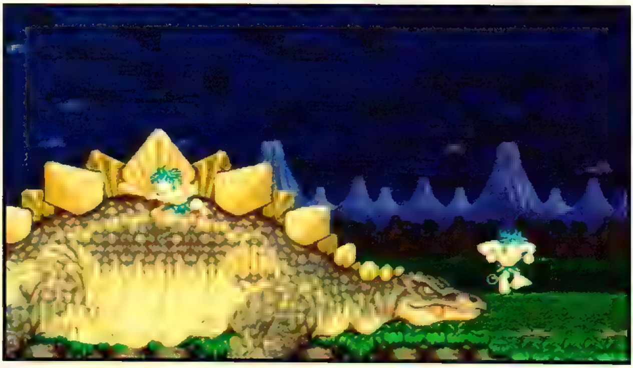
AREA ONE: THE JUNGLE

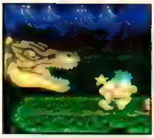
**Although you can't tell by the map, there is lots of parralax scrolling!**

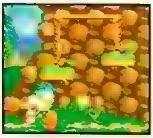


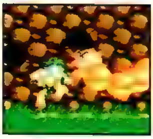
**Oh no! A strange column of stone has thrown you a top a stegasaurus!**

AREA TWO: THE STEGOSAURUS









# INSTANT PARTY

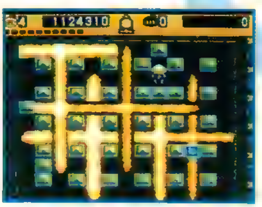
## JUST ADD BOMBS!

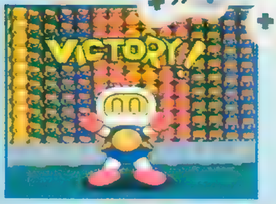
SUPER BOMBERMAN
HUDSON SOFT
Includes the Super Multitap™ accessory!
SUPER NINTENDO
ENTERTAINMENT SYSTEM

**N**ow you and three of your friends can play the hottest game for Super NES at **THE SAME TIME!** The Super Bomberman Party Pak features the mega-popular Super Bomberman game and the Super Multitap accessory! Hook up four players for nonstop, bomb blasting action in the Battle Mode! Or go on a two player adventure through 48 levels of monsters and robotic traps designed to blow you off the screen!

SUPER NES
MULTI-PLAYER
ADAPTER

- Super Multitap accessory included with the video game!
- Super Multitap compatible with every multiple player game.
- Choose from a dozen wicked backgrounds in the Battle Mode.
- Compete against friends or computer rivals in action-packed rounds!





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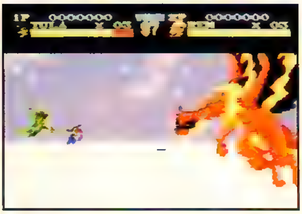
**Sunsoft**

## Pirates of Dark Water

**Super NES** | **Action**

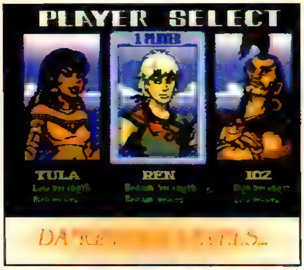


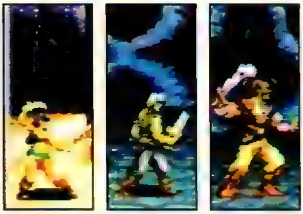
Dark Water has shooter elements in it too. Lots of Mode 7 scaling here!

Based on the comic and animated series comes Sunsoft's Pirates of Dark Water. In a world consumed by evil, it is up to three valiant, swashbuckling warriors to stop it.

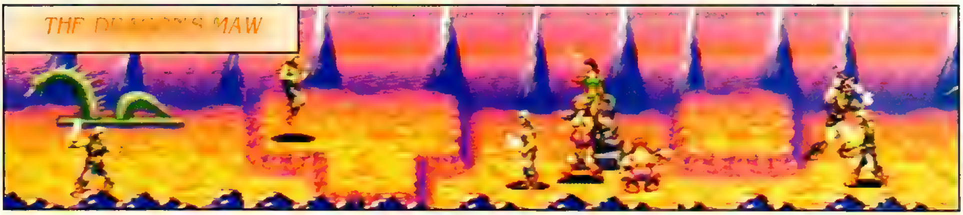
In Dark Water, not even the water itself is safe, for it also has a life of its own. This cart is not your ordinary side-scrolling fighting cart. You will not only face pirates, but dragons and deranged midgets as well. Horrible end Bosses too nasty to describe will make your life miserable.

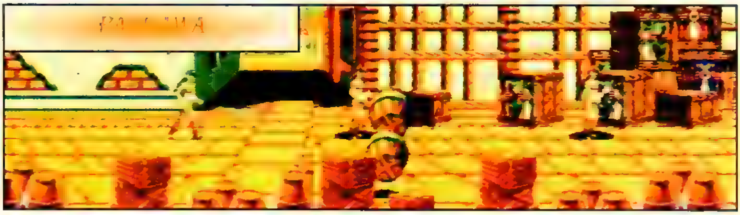
Pirates of Dark Water even has a shooter-type level, where you take to the skies in pursuit of a vicious dragon. This cartridge should appeal not only to cartoon fans, but also to the hard-core action players out there. Two-player simultaneous action is also a big plus. Nice job Sunsoft.



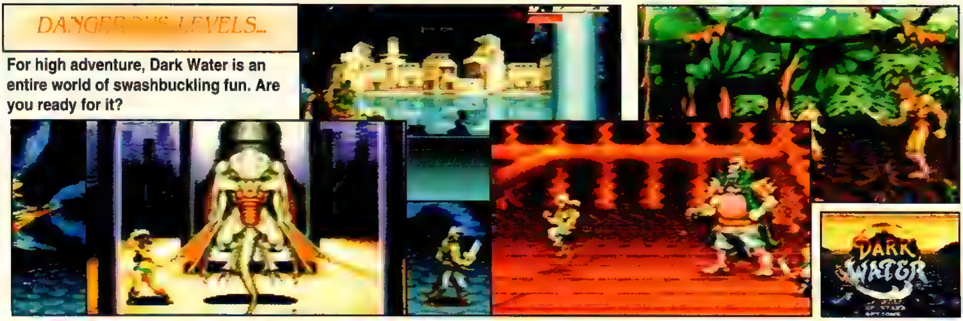


Each of the three characters has his or her own special moves and weapons.





Pirates have enslaved the towns. It is up to you to free the villagers from their shackles. Beware the many traps you will find around here. Use your fighting skills to survive the onslaught of enemies. Then it's time to move on to more danger further ahead.



For high adventure, Dark Water is an entire world of swashbuckling fun. Are you ready for it?

Mad
Dog
McCree
Shooting Game

## HE'S HERE, ON SEGA CD

### If you don't find him, he'll find you!

Mad Dog McCree is known worldwide as one of the highest rated arcade games and is the first interactive shooting game with real live motion picture action. Mad Dog and his men have kidnapped the town's mayor and his daughter. To save the town, you will be challenged by a saloon full of outlaws, a hair-raising bank robbery, gunfighters, a slew of Old West ambushes, and Mad Dog himself. Mad Dog McCree is the first of a series of exciting Mad Dog adventures.

*The Arcade Smash Hit by*

AMERICAN LASER GAMES

**Live Motion Picture Action**

SEGA CD™
CD ROM ENTERTAINMENT SYSTEM FOR GENESIS™

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**Sega**

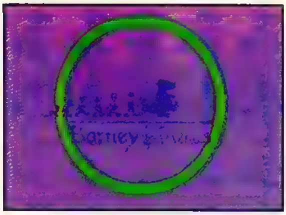
## Barney & Friends

**Genesis** | **Action**

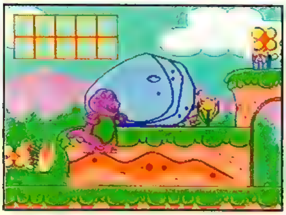
Oh no! A Barney video game is on its way. That big, fat, purple dino with a heart of gold, and a stomach full of kids (just kidding...) gets his own game on the Genesis.

Control Barney as he tries to find his missing friends who have gotten themselves lost. When you find your pals, you get to hug them! Oh joy!

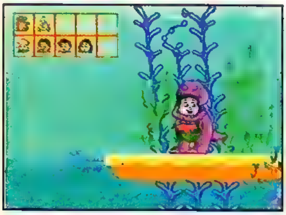
If you love Barney (he loves you), this is the game for you. This is a good non-violent game for the younger kids. Parents take note. Look Ma, no blood!



The antics of Barney continue with this cute game of friendship.



Try to find the kids who are hidden in each of the many levels.



Hug the kids when you save them. Isn't he the cutest thing?

**Psygnosis**

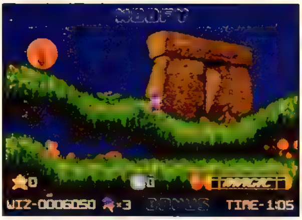
## Wiz 'N Liz

**Genesis** | **Action**

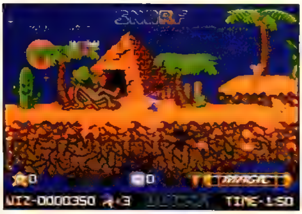
Wiz and Liz are a sorceress duo who love to make magic, but they don't have the right ingredients to make their spells work. The game is about these two whimsical characters who must adventure through a series of colorful worlds to collect the proper regents for their magical brew.

Wiz 'N Liz is a great cart for kids. Its non-violent theme and colorful levels make this one a joy to play. Its relative simplicity makes it addictive. The music is well done, too! If you have two players, the game gets even better. This game isn't violent, so parents should give it their approval too!

Wiz 'N Liz is downright fun. If you want a relaxing simple game, this is one you should check out. It's different from all the other carts.



This place is pretty big, but collecting the regents shouldn't be too hard.



In the desert, you must find letters to concoct your spell. It's pretty easy.

**Data East**

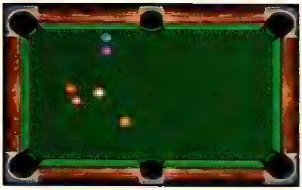
## Side Pocket

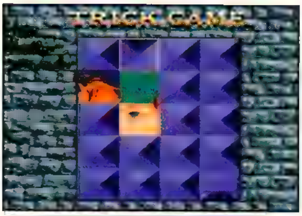
**Super NES** | **Sports**

One of the best pool games around is Side Pocket. Recently ported over from the Genesis, this game is made even better with enhanced music and sound.

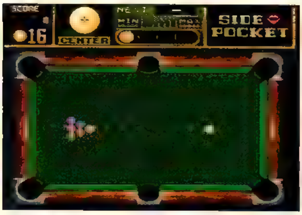
You can play alone, with two players, or in a special trick mode. The trick mode is a bit complex. You are given a number of "puzzles" to solve. These open up yet another puzzle to solve! There is also a normal pool game that takes you around the world. It's fun and relaxing.

If you want to play pool, and are afraid of the sharks, this is for you. This is simply one of the best pool games ever. Nice women!

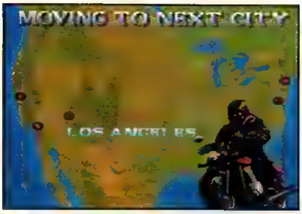




Play the trick game to reveal pictures of a beautiful girl. Can you get to her?



The most important part of the game is the break. Use it or lose it.

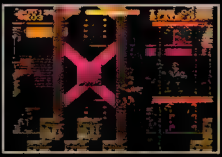


Travel from city to city, earning big bucks and fame by going against pros.

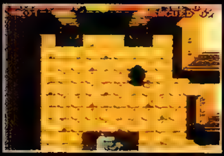
# They've got a bullet with your name on it.

UNTOUCHABLES
UNTOUCHABLES

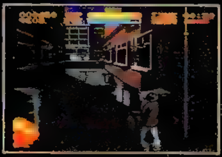
We're talking high-caliber criminals—Al "Scarface" Capone, Frank Nitti, the Genna boys . . . If you're going to mess with the most notorious outlaws of the 20th century, you'd better be Untouchable.
Five missions. Three perspectives. Untouchable drama.



Build a case against Scarface in 1929 Chicago. The funny money factory makes phony greenbacks, but the bullets are real!



You're Eliot Ness, a former D.A. It's only natural that you're called in for a hostage rescue at the County Courthouse.



Ness, you gotta go this one alone. Capone's trigger-happy henchmen are battling with a rival mob for territorial rights.

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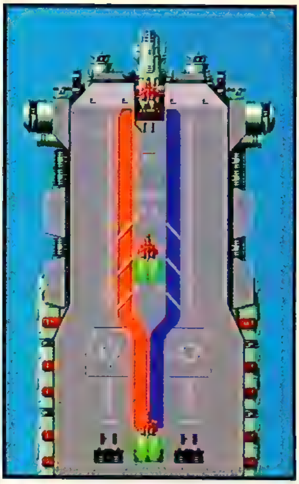
**BATTLE ZONE: ONE**



Atari

# Raiden

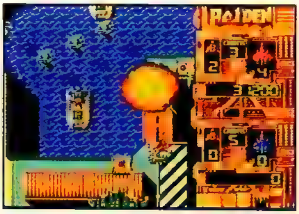
| Jaguar | Shooter |
|---|---|

Raiden, that classic arcade game is faithfully recreated for players on the brand new Jaguar!

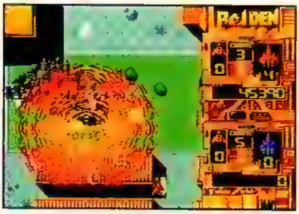
True to the coin-op in every way, you will not be able to tell the two apart! Raiden is a fast-paced shooter featuring mega-huge power-up weaponry, horrible Bosses that overwhelm you, and non-stop action.

Pilot your fighter deep behind enemy lines, and rack up as many kills as you possibly can, before your almost inevitable death. There are a lot of levels, and only the best of the best can possibly hope to survive.

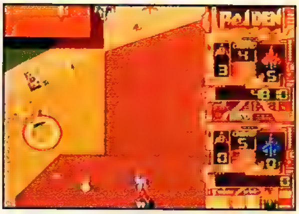
As one of the first shooters for the Jaguar, you can see the potential of the system. This game is perfect for the players of the original coin-op. Raiden is a real challenge!



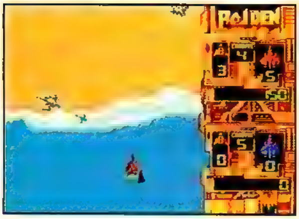
The aquatic forces will give you some good target practice.



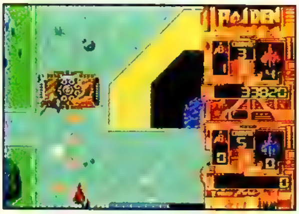
Use your smart bomb to wreak havoc on the enemy forces.



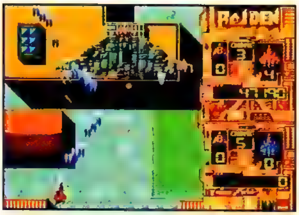
The enemy strongholds are heavily fortified with anti-aircraft weaponry.



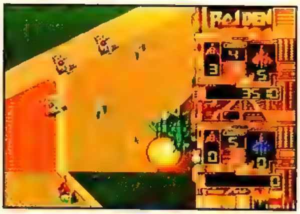
Once you enter enemy airspace, there's no turning back. Prepare yourself.



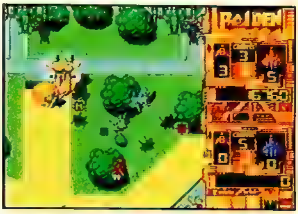
Giant tanks like this one fire a number of barrages in your direction.



This Boss is an airship that launches everything but the kitchen sink.



Not only will you get attacked from the air, but also from the ground!



Special ships will sometimes appear, giving a stream of power-ups.

# Yo-Ho-Ho and a Barrel of Grog.

## WANTED:

Bloodthirsty swashbuckler-wannabee for the ultimate in high seas adventure. Must be willing to lie, cheat, steal, swill Grog... and get shot from a cannon. Sense of humor a must!

To reach Monkey Island, you'll have to swindle peg-legged pirates and blotto buccaneers–and gather clues to unlock the puzzles that await you.

Give
Open
Close
Walk to

Melee Island is filled with exciting pirate adventure–join the Fettuccini Bros. circus and earn your pieces of eight as a human cannon ball.

Walk to
Open
Close
Talk to

Along your quest to become the greatest pirate in history, you must find, gather–even steal–various items in order to reach the famed Monkey Island.

MONKEY ISLAND
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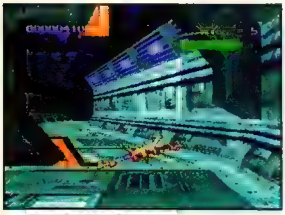
**Crystal Dynamics**

## Total Eclipse

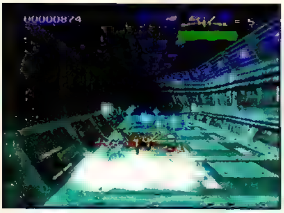
| 3DO | Shooter |
|---|---|

The fury of Total Eclipse is almost here! Travel to the far reaches of the universe and engage aliens in lightning fast dog-fights. Power-up your weapon multiple times to really deal out death to the enemy.

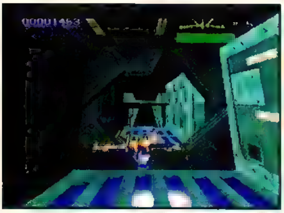
Total Eclipse is an impressive display of the 3DO's power. The scaling is very smooth, and there is even a wave effect in the water and lava that scales and rotates! This should prove to be one of the more popular 3DO games. Are you ready to fight the battle of a lifetime? Be prepared!



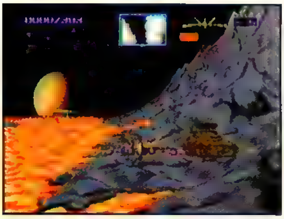
The closing doors can be blasted open so you can fly through.



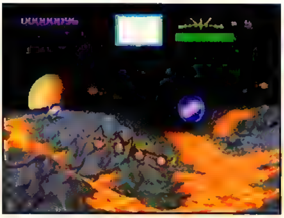
Fly too close to the floor and you'll kick up a dust storm!



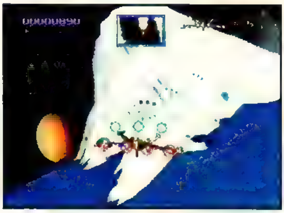
Fly through this gate to get to the next area in the game.



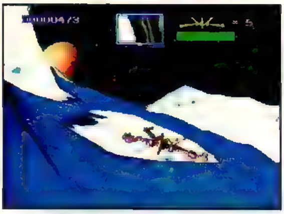
Enemy hovercrafts launch anti-aircraft missiles at your ship.



Sentry towers launch plasma at you. Dodge them and retaliate.



Dodge the icebergs, or your shields will take a major hit.



When you do a hard turn, the entire screen rotates.

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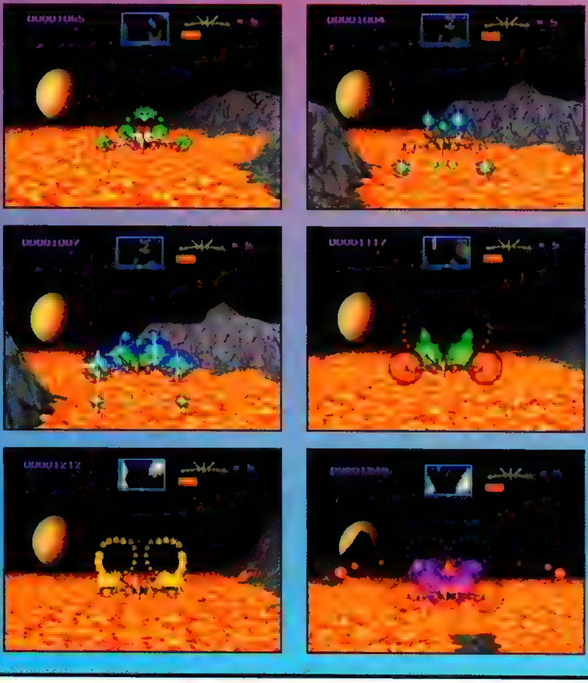

# STRATEGIC THINKING. KILLER INSTINCTS.

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MECHWARRIOR
EXPERIENCE THE ULTIMATE BATTLE OF THE CENTURY. PILOT YOUR BATTLEMECH TO VICTORY.
ACTIVISION
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The only action game that requires strategy to win. The only strategy game that's hot enough to melt your armor. With the advantages of an advanced 3-D flight simulator, as well as a shrewd and cunning mind, you'll face the most ferocious intergalactic combat yet seen. Mechwarrior. One of the most original games ever developed.

It's the year 3027. Revenge is your motive. A Battlemech is your method. Outmaneuver, outsmart and outfight the Dark Wing Lance. Pursue every lead. Track them to the furthest corners of the galaxy. But ya' gotta be smart. Only a great strategy can ensure victory. Use your missiles, cannons, lasers and jumpjets wisely if you expect to defeat your crafty foes. Your reward? More money to build more powerful 'Mechs, critical to completing your ever more complicated missions.

Perched in the control room of a 60-ton 'Mech, incredible 3-D graphics allow you to command the action. Use the practice mode and save game features to jump straight into the action. Whether you choose instant action or the rewards of an entire combat career, it's sure to make you sweat bullets. It's Mechwarrior.

FASA
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**TecMagik**

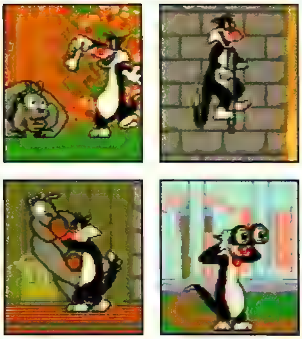
# Cagey Capers

**Genesis** | **Action**

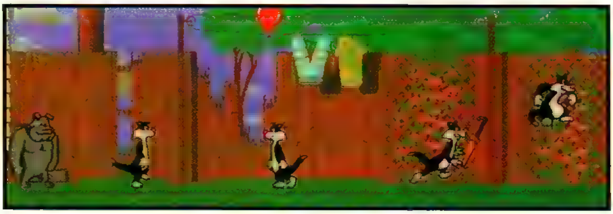
The antics of Tweety and Sylvester hit your Genesis in a major way. You play as Sylvester, the famous cartoon cat who wants to dine on a Tweety bird dinner. You'll do anything to get it, even if you must risk life and limb.

You must chase Tweety through a number of levels, most using elements of the classic cartoons. Famous Warner Brothers characters will make cameos throughout the game. Some will help while others will attack you.

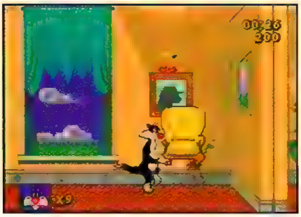
Cagey Capers is a great action game for the Genesis. The levels are colorful and large. There are lots of items to pick up and use, so strategy is involved. If you enjoyed the comedy of the classics, you'll laugh through the thrills of this cart.



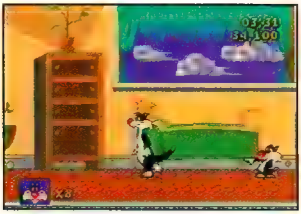
SYLVESTER'S ANTICS!



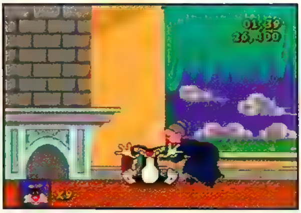
DOMESTIC DEVILS AREA 2



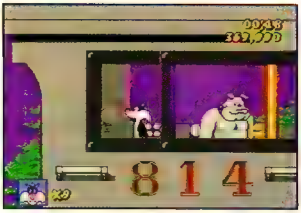
Stack up furniture to reach the the higher places where Tweety hides.



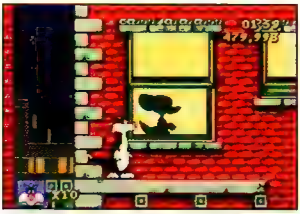
Your cute little son will point out Tweety's general direction.



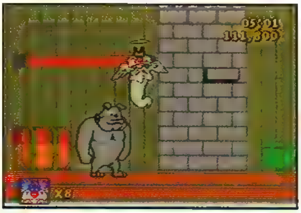
Granny will bat you over the head to protect her cute little Tweety bird.



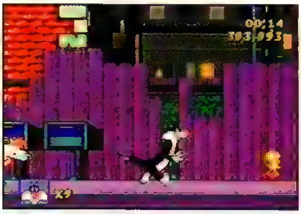
This is a pain of a train. Lots off pitfalls and enemies make this level tough.



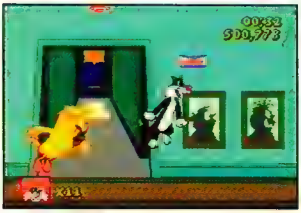
Can that be a giant mouse? Or is it just a kangaroo behind that window?



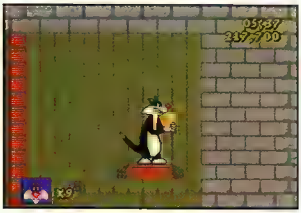
You only have nine lives. Lose these, and it's off to heaven you go!



Fight against other alley cats who want to make Tweety their dinner!



That bird is more than a meal! He's a real monster. Run away!



Aha! You have caught the delicious Tweety bird. Digest him quickly!

Note: Screen shots are preliminary and are subject to change. © Warner Bros.

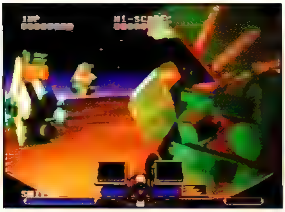
**Taito**

## Pyramid Patrol

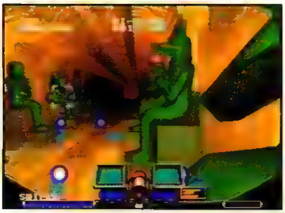
| LaserActive | Shooter |
|---|---|

Sign up for a mission to explore the interior of the Great Pyramids. All is not as it seems, because some ancient evil grows deep within. You pilot a heavily armed ship through the narrow trap-filled corridors.

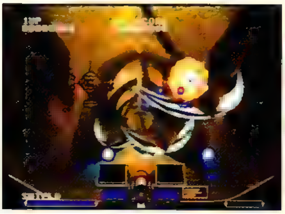
You will be blown away by the amazing graphics of this game.



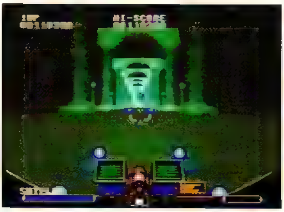
Join your team in searching out the pyramids. There's safety in numbers.



Lasers shoot from the eyes of the statues. Be sure to blast them first.



Swinging pendulums will cleave your ship in two! What a way to go.



This chamber sure is big. What huge creature resides here?

**Pioneer Electronic Corp.**

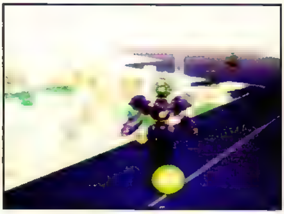
## Vajra

| LaserActive | Action |
|---|---|

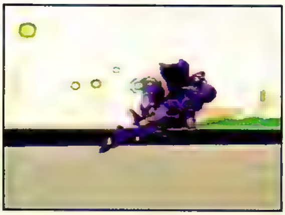
One of the first LaserActive games is called Vajra. Mechs have invaded the city, and you must engage them in a dizzying chase through the streets.

This game is a lot like Silpheed, in that you have no control of where you go, but the backgrounds are unbelievable sights to see.

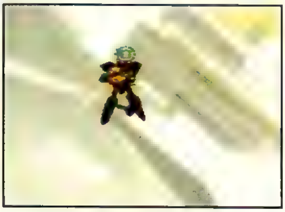
This is a very impressive looking game, and for those of you who are contemplating buying a LaserActive, this would be one of the games to look forward to.



Shoot the mech's bullets and missiles, otherwise you'll be hit.



Blow the enemy apart piece-by-piece until it is destroyed.



The trek through the city is a mind-blowing battle to the death.

TAKE THE FINAL STEP...

NEXT WAVE

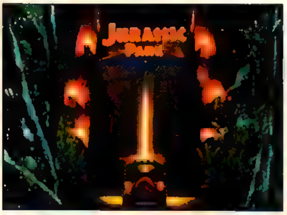
**MCA**

## Jurassic Park

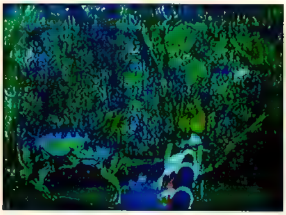
**3DO** | **Action**

Travel back to the thrills of Jurassic Park. Try to keep Jurassic Park under control, while all sorts of things go wrong. Deal with the dinosaurs who have escaped their exhibits. Vicious Velociraptors, terrible T-Rexes, and Brontosaur behemoths can be found around the park. Some are carnivores, and they hunger for human meat. Others will not even notice you.

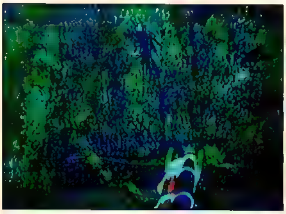
Do you have what it takes to get the park back under control? 3DO does JP like no other system! The hungry Raptors are waiting for you.



Once you enter the gates, the adventure begins. Can you survive?



The Dilophosaurs hide, camouflaged behind the foliage. Can you see them?



Use your taser gun to down the Dilophosaurs before they spit.

**Koei**

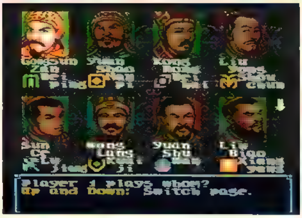
## Romance of the Three Kingdoms 3

**Super NES** | **Simulation**

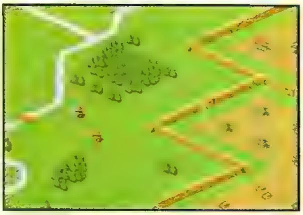
Romance of the Three Kingdoms 3 takes place during the great upheaval in China's history. Three warlords, each fighting for the power to become Emperor, have gathered their forces. To many this means war, for others prosperity. You must assume the role of a lord in this time.

Use military action, or political finesse to get your goals accomplished. In the tradition of the Koei games before this one, you will find that this cart is so in-depth, you will actually learn something. Play in a fictional mode, or in a realistic simulation of what really happened.

This is a great simulation. To some it may seem boring, but give it a chance. You'll get hooked in no time to its intrigue.



Choose which lord you want to control. It really makes a difference.



Storm the enemy's strongholds, and take control of them.

**Sega**

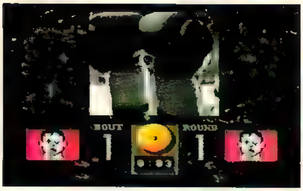
## Prize Fighter

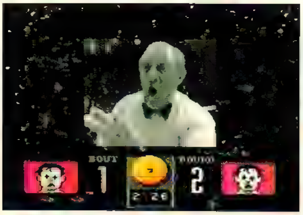
**Sega CD** | **Sports**

Take to the ring for some hard-hitting boxing action with Prize Fighter. This is the first live-action interactive sports video game with you taking on real boxers.

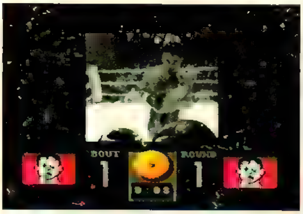
To help make this game, boxers had to throw out 3,000 different punches, making this one of the most realistic boxing games ever.

The use of interactive video is done well. If it weren't for it being black and white, you'd feel like you were really there. But then again, if you got hit really hard, you'd probably see this way, anyway! Prize Fighter is the next generation of Sega CD games, and it's an indication of what's to come.

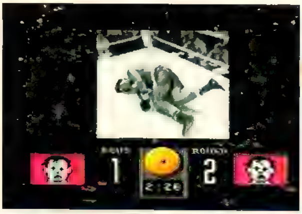




Wouldn't you like to sock the referee with a quick left to the head?



Box with real opponents in the squared circle. A true test of might!



Your opponent's down on the mat. Right where he should be!

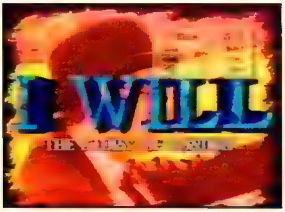
**Pioneer Electronic Corp.**

## I Will: the Story of London

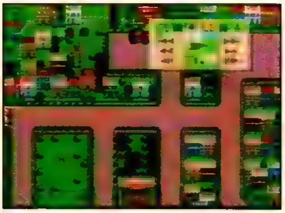
| LaserActive | Edutainment |
|---|---|

I Will: the Story of London takes you on an interesting interactive getaway to England. Meet with many people, and travel to all the exotic spots. There might even be a mystery afoot that you must solve.

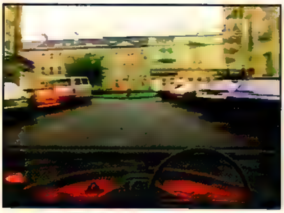
I Will has it all. Just one more great game in the LaserActive lineup.



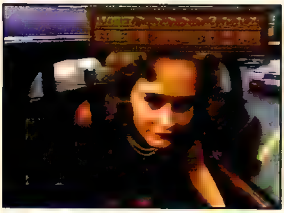
I Will is one of the many games coming to the LaserActive.



Manage your money and gas, or you'll end up walking!



Digitized cinemas show you traveling to the many locales.



Nice pixels! The people you meet are digitized for the ultimate realism.

**Pioneer Electronic Corp.**

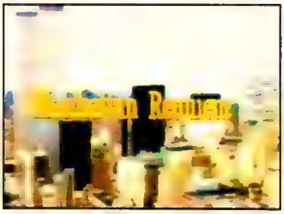
## Manhattan Requiem

| LaserActive | Multimedia |
|---|---|

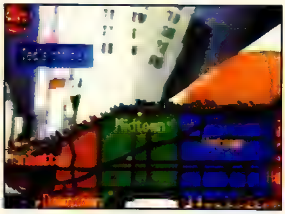
If you are longing for danger, mystery and intrigue, look no further. Manhattan Requiem for the Laser Interactive offers an interactive mystery with real people and places.

Manhattan Requiem will have you searching throughout Manhattan for a killer, all the while piecing together clues to catch him. It's no easy task, because he's covered his tracks pretty well.

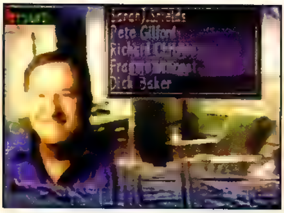
This is one of the best looking detective games to emerge in a long time. Check it out!



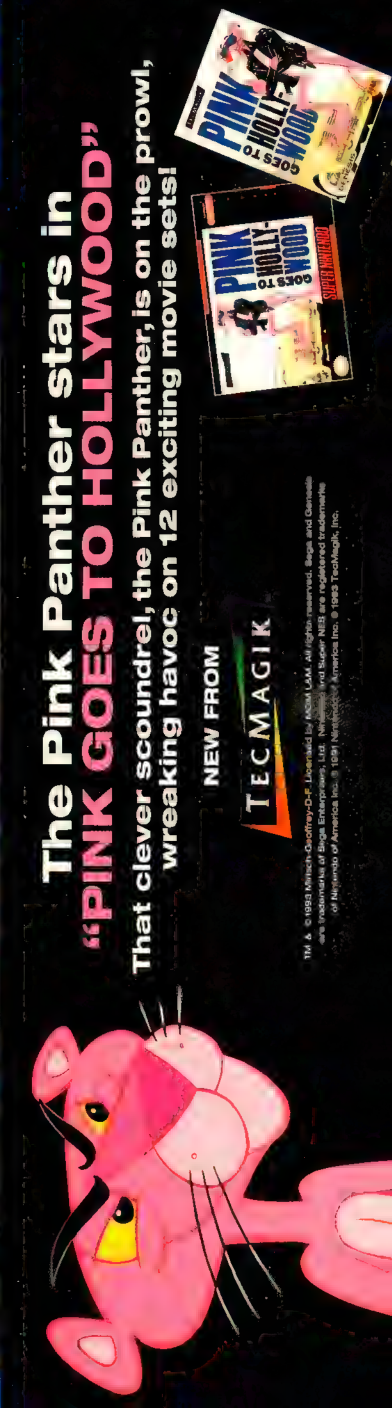
Are you prepared to do what it takes to catch a killer?



Travel through the busy streets in search of clues and witnesses.



Question everyone. There's no telling what info you might acquire.


The Pink Panther stars in
“PINK GOES TO HOLLYWOOD”

That clever scoundrel, the Pink Panther, is on the prowl, wreaking havoc on 12 exciting movie sets!

NEW FROM
TECMAGIK

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PLAY THE GREATEST ADV

FROM A WHOLE
NEW PERSPECTIVE!

This is first-person,
in-your-face,
eyeball-to-eyeball,
full-motion 3-D
action like
you've never
experienced
before.

JP in 3-D.

If the movie shook you, Jurassic Park
for the Super NES will rip you apart.

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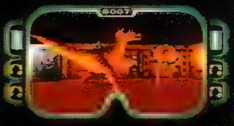
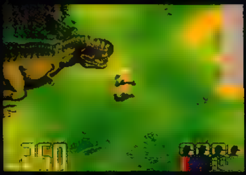
# ENTURE OF ALL TIME...



*If you thought the movie was hot... Wait until the razor-sharp intensity of full-motion 3-D graphics gets a hold of you!*

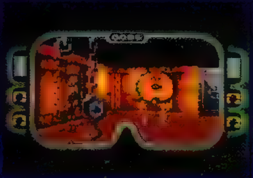


*Hey Dr. Grant! Never underestimate your opponent... Especially when he's 20 feet tall and weighs over seven tons.*

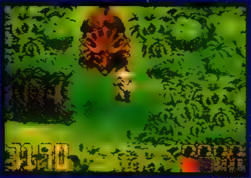
PARK™

TERTAINMENT, INC.

*Meet your chefs... The Raptor slices and dices you, while the Spitter waits to baste you in his venomous marinade.*



*No more plain polygons or simple two-dimensional sprites! Ocean's exclusive, technically advanced graphics engines deliver REAL 3-D dinosaurs in a solid, dynamic and fully interactive universe.*



*Triceratops is heading your way! Restore island security and re-arm the voltage gates. Remember: the only good dinosaur is a fried dinosaur.*

**NOW AVAILABLE FOR**

**SUPER NINTENDO**
**ENTERTAINMENT SYSTEM**

**ALSO AVAILABLE FOR**

**Nintendo**

**AND GAME BOY**

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## SPECIAL FEATURE!

## ACTIVISION

Activision's latest game lineup looks to be its coolest to date! There are more games than ever to choose from this year, with a good selection of action and puzzle carts! Everyone will find their niche in this way-cool bunch of hot Activision titles!

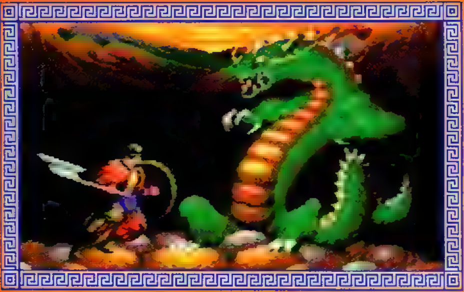
First on the agenda is Shanghai 2. This is a very tricky game of mind over computer. Loosely based on the ancient Oriental game of mahjongg, Shanghai 2 will have you screaming profanities at your TV set in no time! This game is very addictive! There are tons of different types of games for you to master (good luck!).

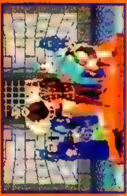
The second of Activision's new games is an action game known as X-Kaliber 2097. Set in the distant future, X-Kaliber 2097 follows the adventures of Slash and his partner Alix as they try to overthrow the evil mobster known simply as Raptor. Slash and Alix must make their way across Neo-New York to Raptor's hideout. Along the way, they encounter hordes of evil "Morphs". The "Morphs" are a bunch of creepy humans who mutate right before your eyes into horrible, disfigured beasts. Sounds like fun to me!!

Your only line of defense is the sword X-Kaliber, whose power and strength is legendary. It has the ability to slice through steel as well as Morphs. The Bosses are mean and quite tough, as are all of the levels that you must go through in order to get to Raptor. This is really "survival of the fittest".

The last game in Activision's new lineup is a gem called Baby T-Rex. Baby T. is a young Tyrannosaurus Rex who won't quit! He can pick up icons which give him all types of funny abilities such as breathing fire. He's also really good on a skateboard, as you'll probably notice soon after beginning the game. Great sound effects, animation and game play make Baby T-Rex a real hoot to play! But then again, how could you expect less from a company like Activision?

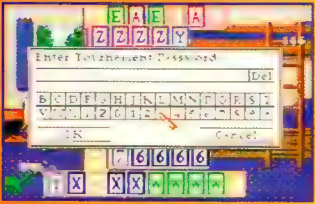
# Shanghai 2



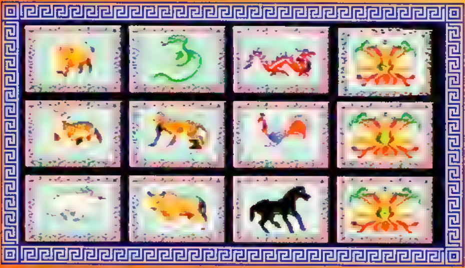


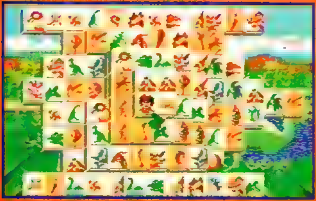
Shanghai 2 looks to be this year's mind-bender cart. Stored within this cartridge are a myriad of brain-teasing games based on the Oriental game mahjongg.

All of the included games are very fun to play! Even gamers who are not partial to these types of games will instantly become hooked on Shanghai 2's ability to befuddle your senses. If you're in the mood to give your brain a workout, you have got to try Activision's Shanghai 2!

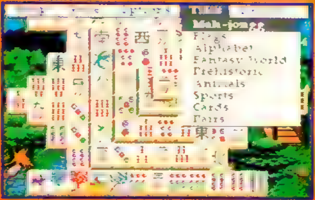


Use the handy password feature to access the various tournaments in the game.





Shanghai 2 contains many different kinds of mind-bending games to keep you busy.

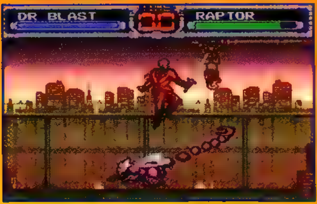


Pull-down option menus work similarly to those used in most home computers.

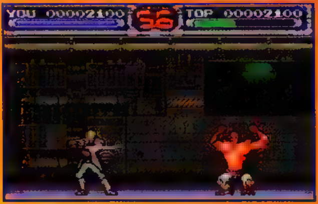
# X-KALIBER 2097

In the year 2097, neo-New York is ruled by the vicious Raptor. Using an army of "Morphs", evil mutating henchmen, Raptor has succeeded in enslaving the citizens of this once-great city. Life has come to a standstill...

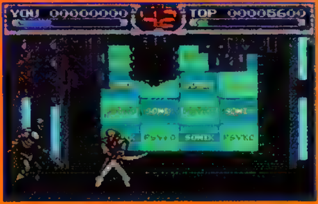
Slash and Alix are the last of the special forces who have not been corrupted by Raptor's influence. Your mission is to help Slash and Alix in their fight to overthrow Raptor's reign of terror. Your only weapon is the sword X- Kaliber which can slice through even the strongest steel like it was paper. Take on X-Kaliber 2097 if you're feeling especially bold. This cart is not for the weak!



Lots of mutated, horrifying Bosses await our heroes in this heavy-duty action cart.

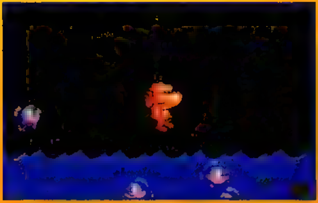


Use your sword to protect yourself and destroy the monsters that come your way.

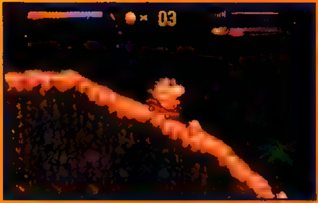


This chainsaw-wielding robot will corner you in the nightclub—avoid him at all cost!

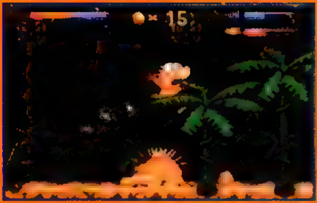
# Baby T-Rex



Baby T-Rex gets himself into interesting predicaments! He needs your help!



Use the skateboard to whiz up and down the various hills and turns of the jungle.

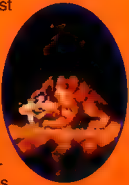


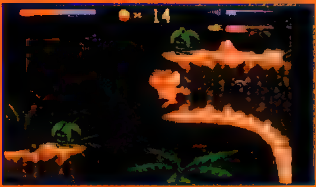
Youch!! Keep a sharp eye on what's ahead because enemies hide everywhere!

Make way everybody, here comes little Baby T-Rex, Activision's newest hotshot on the video game scene. Starring in his first primordial adventure, Baby T-Rex is probably the cutest little guy to come around in about a millennia!

This little king-of-the-lizards-to-be can pick up different icons to rejuvenate his life and which also enable him to breathe fire! He can also ride a skateboard like a possessed lizard! The bad creatures of the jungle just don't stand a chance!

This is not a game just for kids, though! The difficulty level is good, so that the more experienced gamers will find plenty of challenge. The quality of the graphics is also very high. The animations are a total riot, especially when Baby T. hits a wall on his skateboard! SPLAT!! Look for Baby T-Rex and give it a try! You'll laugh yourself silly!





Kerrsplat!!! Don't get careless in your hunt for the various icons that you can pick up.

# Now you're in...

Two of your worst nightmares have joined forces to bust your butt and take over your world!

They're the ultimate dirtbags of baditude!...

---

BATTLETOADS DOUBLE DRAGON

**Sometimes to even the score, you've got to double the odds.**

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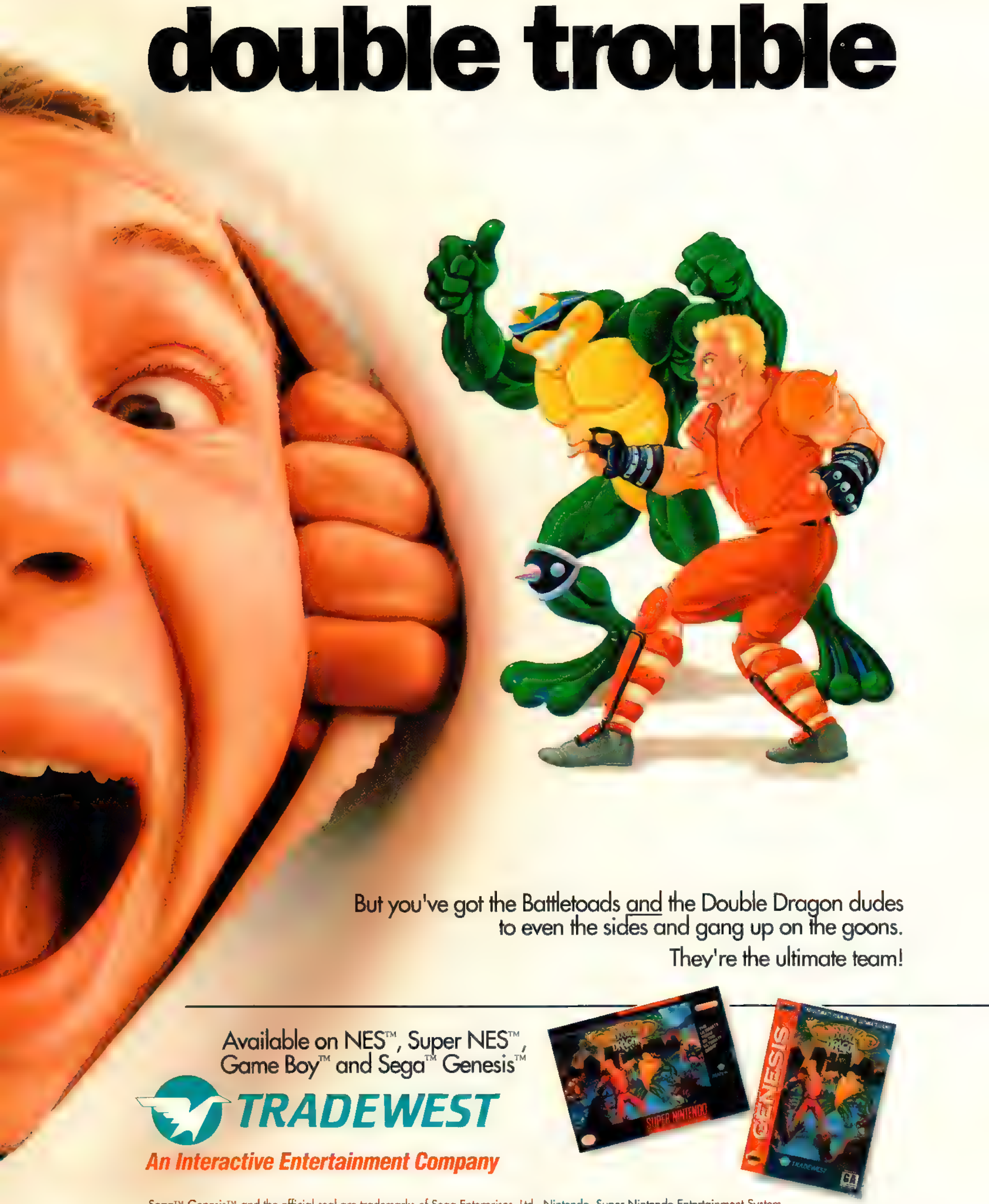

# double trouble

But you've got the Battletoads and the Double Dragon dudes to even the sides and gang up on the goons.

They're the ultimate team!

Available on NES™, Super NES™, Game Boy™ and Sega™ Genesis™

**TRADEWEST**

*An Interactive Entertainment Company*

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# SPECIAL FEATURE!

You might be saying to yourself "Man, there just aren't enough companies out there that are bringing over some of the more outstanding pieces of software for (insert your favorite video game system here)". Well, for your information, the people at Vic Tokai are listening to the gamers' wish lists of pros and cons!

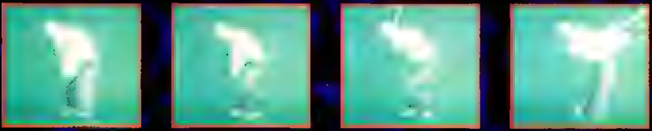
With the introduction of their latest entry, Mazin Saga: Mutant Fighter, they are really starting to endeavor to not only bring over software from overseas, but to bring over the most interesting, intriguing and basically all-around different titles. Their first piece will be Socket, where you are an electrically powered duck with the ability to time travel.

The second title they will bring over (by popular demand) to the much needed Sega CD category, is the Japanese title Mansion of Hidden Souls, where you are cast as a boy rummaging through a giant house of horrors, mystery and chilling cinematic quality gothic fright! While most of the Sega CD titles offer the selection of Full-Motion Video screens, this one goes even further and gives you total control to move, turn and look at whatever you want.

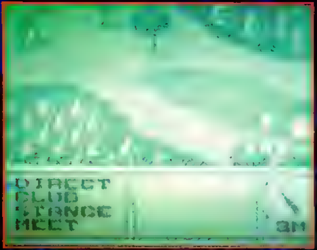
Lastly is the Japanese title Septentrion. The American version will be released under the name of S.O.S. You are cast as an officer upon a luxury liner that has capsized and is sinking to the bottom of the sea. It is your duty to rescue the passengers and radio out for a rescue.

Porting over Japanese titles isn't all that Vic Tokai is doing. They are also now an official licensee of the Sega Game Gear! Their first entry is "Scratch Golf." It proves that you really don't have to be on the greens in order to have total realistic feel. The amount of detail is excellent, giving you all that you need to know about golf. Vic Tokai definitely has a promising future!

VIC TOKAI INC.



# Scratch Golf



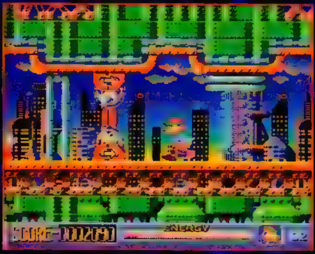
SCRATCH GOLF

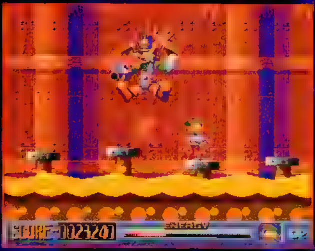
Vic Tokai is really starting to branch out into other video game platforms! As a matter of fact, one of the first games—Scratch Golf—will be for the Sega Game Gear system. Just sick of not going with the boys to an outing on the links? Then grab your Game Gear for some real golfing excitement! Here, the statistics are displayed with immense detail. There are several different clubs to choose from—wood, metal and even other, more unusual choices. There are other statistical factors that enhance the game play greatly, like wind direction and the particular wind velocity. There are also varying terrains on which to knock your ball around. These range anywhere from local ponds (that love to gulp your ball up), to sand traps where all you do is swing at the ball endlessly, as your frustration makes you start shouting (at the machine, not a little voice in the actual game itself!). There are plenty of options in this game to keep up the competition. If portable golf sounds like your ticket, then go for it!

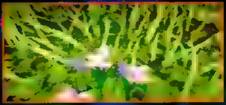
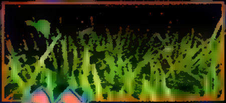
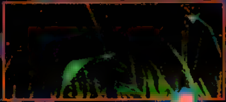
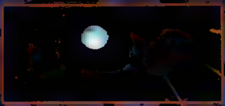
# SOCKET

Not to be outdone by other companies producing mascot games, Vic Tokai is right up there with their baseball cap-wearing electric duck that runs as fast as lightning! Go through all kinds of levels that present themselves as gigantic threats to your existence. The levels are very large and extremely complex in layout and design, not to mention filled with bad guys that would like nothing more than a nice roast duck dinner! What are you to do!?! Slip past those nasty enemies and take out the final Boss once and for all!

Socket offers crisp graphics that are very similar to Sonic the Hedgehog, not to mention that the speed is very comparable to that particular title as well! The colors are plentiful and as we have said before, the levels are gigantic and filled with all kinds of hidden surprises!



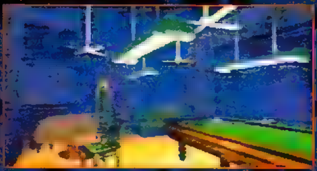
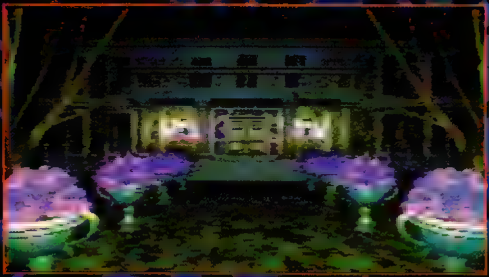
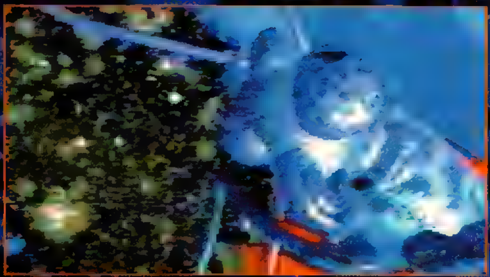


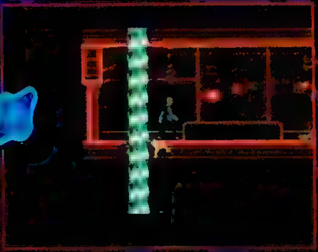
# Mansion of Hidden Souls

Now here's a title that is bound to set standards in the Sega CD format! Vic Tokai has purchased from Japan one of the most interesting and interactive FMV hybrids out there. Mansion of Hidden Souls casts you as a young boy searching through a haunted mansion for clues to help you find your sister who was last seen entering the seemingly deserted building! Don't think for a minute you are just operating a "highly sophisticated surveillance system" here—it is all too real! You press left to turn left, press right to turn right, forward to move forward and the like. No pull-down menus, except for your list of items to use. This one plays like Wolfenstein 3-D, except there are more dimensions and objects to go around, dodge and so forth. It is in essence a very diabolical and deviously puzzling, visual-type quest game. To help you along, there are a group of ghostly butterflies to offer assistance as you [illegible] you investigate the many rooms.

Your goal is to search through the mansion to find hidden items, like keys and secret doorways. The animation is seemingly flawless as you pan from side-to-side and the scrolling as you move is also top-notch—really giving you a sense of being in an actual house! These and other factors will make this game the sure-fire purchase of Sega CD owners!

# S.O.S.

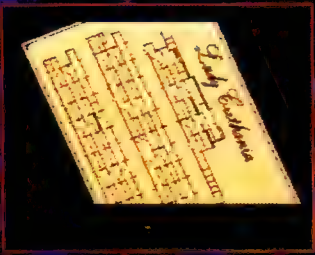


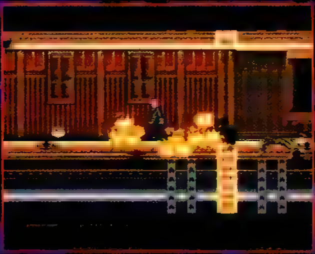
Also picked up by Vic Tokai is another rather intriguing title that is reminiscent of Prince of Persia. Originally titled Septentrion, S.O.S. casts you as one of the crew members aboard the giant cruise ship, Britania. As you are mindlessly doing your job, a warning is issued to the cruise liner to go to bay and not to press on in their present course. Unfortunately, the captain of the ship does not comply with the orders and shoves onward anyway. Due to the carelessness of the captain, the ship is overturned by a Tsunami, causing many people to lose their lives as they are mercilessly tossed about the ship's hallways and rooms. You somehow manage to survive the capsizing, and now must try to radio out for help and get all the crew and passengers together so that they can be rescued. There are many other dangers that you have to face, like falling from dizzying heights to the floor, er. . . the ceiling in this case. Also, many people will be suffering from shock—and may react negatively to your immediate presence and concern for their safety. Well, that does it for the story, so now it's on to the play mechanics behind this unique title!

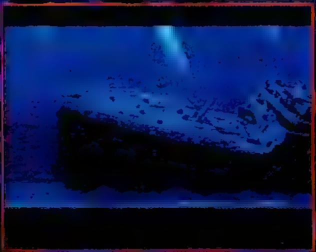
The levels are extremely unique—with a whole ship completely overturned, so the doors are up toward the ceiling and stairs are very hard to climb when you are under them.

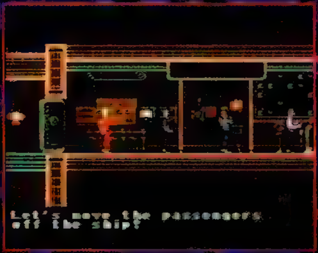
Sometimes, the whole ship may rock to and fro, using rotation features of the Super NES. But just in case your bearings get seriously screwed up—you have a map that you can select to see just where the heck you are heading.

You are capable of flipping the map upside down, 45 degrees on an angle and even zoom in onto different areas to see what lies ahead of you. The way to read this map is that basically there is a marker for you and there is a funny little red light symbolizing the destination or goal that you are trying to obtain. Along the way, passengers will be screaming in terror and you must reassure them that everything is under control, all while jumping gaps in the floors and climbing shafts and avoiding getting flooded in by a sudden pressure burst of water from outside. Many other perils will come your way as you traverse the reverse of this giant luxury liner. This is definitely one of the most original titles around and should really provide for those players looking for a little diversity.

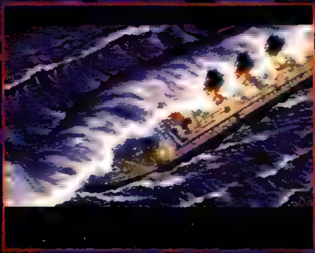


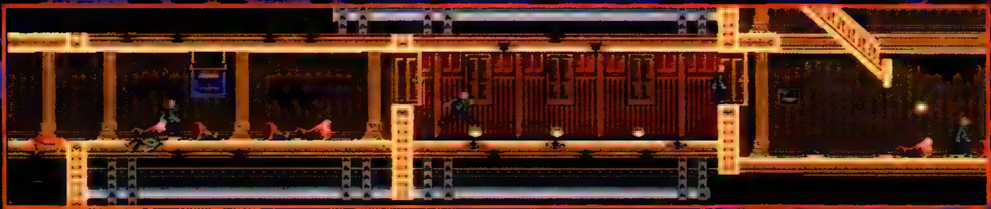






Let's move the passengers off the ship!



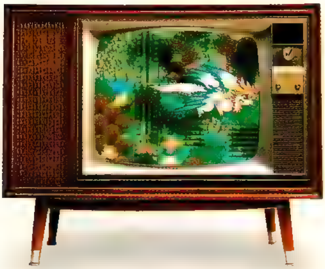


Brought to you from the makers of the Final Fantasy® series.

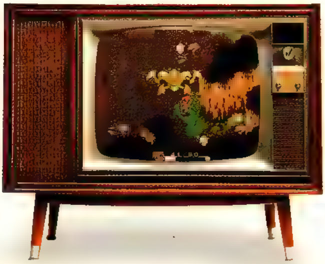
# THERE'S A SECRET INSIDE EVERY BOX.

The word is out on the Secret of Mana, a new action adventure game from Squaresoft. Just ask those who have played. 16 Megs of action, story, graphics, weapons and more, including: Eight levels of weapons and eight levels of spells ❧ Bigger characters and better animation ❧ More bosses and enemies to wage battle against ❧ Extensive use of sophisticated modes and special effects, including smooth, seamless flight animation ❧ Long game play ❧ Simultaneous 3-player capability ❧ Player's strategy manual and map ❧ Battery back-up that saves up to four different games. All of which adds up to an exciting new playing experience.

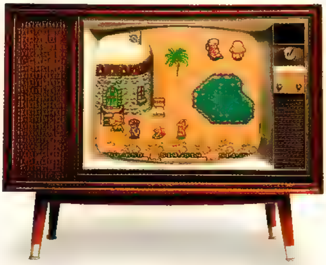
So what are you waiting for? Uncover the Secret today.



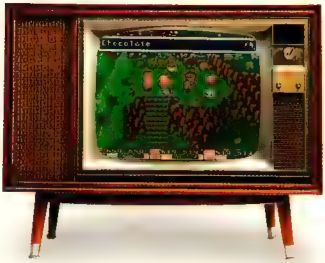
Summon your dragon and fly from one exotic land to the next in search of clues for Mana.



Wage battles with monsters and mutants. Win and you can absorb their powers. Lose and part of your lifeforce is drained away.



Journey to colorful villages where you can buy special foods to restore your powers, or secret potions to overcome black magic.



A special rotary select feature lets you easily choose from among different weapons, tools or treasures.

SECRET of MANA

SQUARESOFT

SUPER NINTENDO ENTERTAINMENT SYSTEM

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UNCOVER THE
SECRET
of
MANA, THE WORLD'S LIFE FORCE,
HAS BEEN SCATTERED TO THE
FOUR WINDS. ONE WARRIOR MUST
UNDERTAKE A DANGEROUS JOUR-

# MANA

HEY TO RECAPTURE THE POWERFUL FORCE AND MAKE MANA WHOLE, OR THE WORLD AS WE KNOW IT WILL CEASE TO EXIST.

EVIL IN ITS BLACKEST FORM HAS

BEEN RELEASED UNTO THE WORLD.

AND THERE IS ONLY ONE WAY

TO RESTORE PERFECT ORDER.

WAYNE'S WORLD 2
WAYNE'S WORLD
PARAMOUNT PICTURES PRESENTS A LORNE MICHAELS PRODUCTION
MIKE MYERS DANA CARVEY WAYNE'S WORLD 2 CHRISTOPHER WALKEN
LORNE MICHAELS
STEPHEN SURJIK
A PARAMOUNT COMMUNICATIONS COMPANY
HURLING AT YOU DECEMBER 10

# PARTY ON! AND WIN EXCELLENT PRIZES!

## —GRAND PRIZE—

AN OFFICIAL "WAYNE'S WORLD 2"

**FENDER STRATOCASTER**

SIGNED BY MIKE MYERS AND DANA CARVEY

## —5 FIRST PRIZES—

"WAYNE'S WORLD 2"

**"PARTY-ON" PACK**

WITH A T-SHIRT, CAP AND OTHER EXCELLENT STUFF

1) NAME THE THRIVING METROPOLIS WAYNE & GARTH CALL HOME.
2) WHAT DO WAYNE & GARTH CALL THEIR CAR?
3) WHAT IS WAYNE & GARTH'S FAVORITE SPORT?
4) WHO DOES WAYNE LIVE WITH?

ELECTRONIC GAMING MONTHLY HERO ILLUSTRATED

ENTER BY MAILING A HAND PRINTED POSTCARD WITH CORRECT ANSWERS TO THE TRIVIA QUESTIONS ABOVE TO:

"WAYNE'S WORLD 2" "PARTY-ON" PROMOTION
1920 HIGHLAND AVENUE, SUITE 222, LOMBARD, IL 60148

ENTRIES MUST INCLUDE YOUR NAME, ADDRESS, DAYTIME AREA CODE AND TELEPHONE NUMBER

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No Purchase Necessary. Contest ends and entries must be received by January 31, 1994. For complete contest rules call "toll-free" 1-800-944-4273. Employees and their immediate families of Paramount Pictures, Electronic Gaming Magazine, Hero Magazine or other participating promotional partners and their respective parents, affiliates, subsidiaries or agencies are ineligible to participate in this contest. Contest is void were prohibited by law.

SPECIAL FEATURE!

# SUPER Adventure Island 2

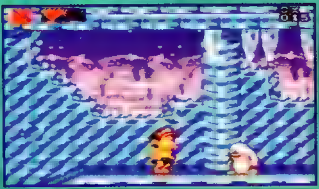
HUDSON GROUP HUDSON SOFT®

The upcoming lineup from Hudson Soft looks to be their best ever. The first game, Super Adventure Island 2, is the latest in a long line of games in the Adventure Island series. Super Adventure Island 2 is different in that this time around the game has some elements of an RPG. You are now provided with a map of worlds to explore. You also receive instructions from various sources throughout the course of the game.

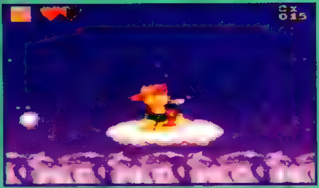
The rest of the game stays faithful to its Adventure Island roots. Master Higgins returns in his role of the hero to bash his enemies with a variety of weapons, potions and power-ups. The levels are long and challenging, plus include some of the coolest Bosses ever seen on the island!

Super Adventure Island 2 also sports improved graphics and sounds. Both of these factors figure prominently in the cart's improved game play.

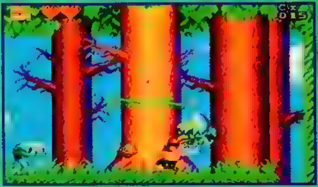
Hudson Soft's new lineup will undoubtedly be their greatest ever!



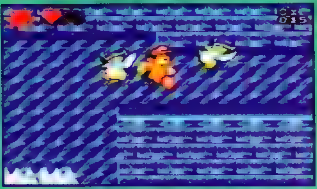
Improved graphics and even better game play than the first make this one hot cart!



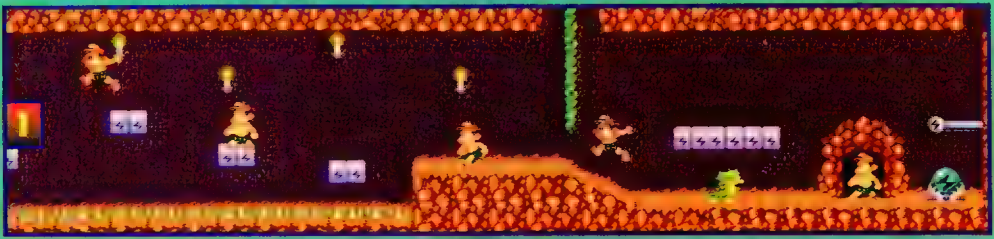
Try to find the treasure chests which contain weapons and other useful items.

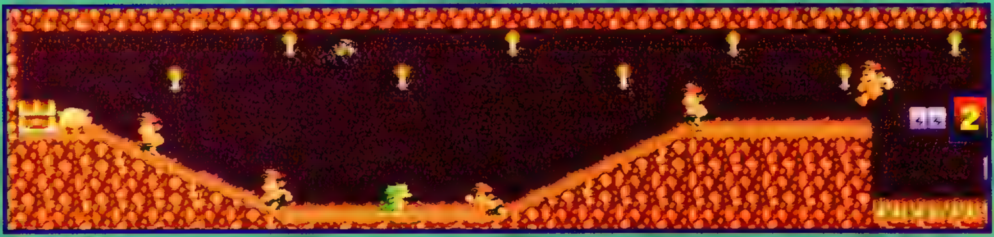


Within his arsenal, Master Higgins has a powerful punch which will kill enemies.



The levels of Super Adventure Island 2 range from tropical forests to ice caves.





NOTE Photos are very preliminary and subject to change.

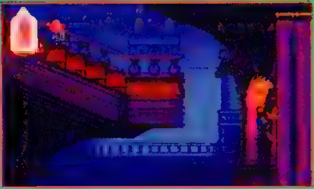
HUDSON SOFT

# Beauty and the Beast

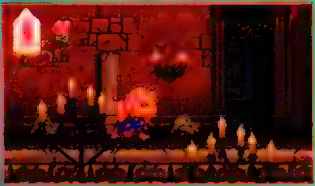
Based on the huge success of Disney's movie of the same name, Hudson Soft's Beauty and the Beast will obviously be nothing less than spectacular! This beautifully animated cart highlights some of the truly great features that you would expect from such a great movie.

You play the part of the Beast as you make your way through the various levels in order to find your lady. Along the way, you encounter many of the whimsical characters straight from the movie! Coool! The enemies are as numerous as the levels of play! This one will definitely keep you going for hours!

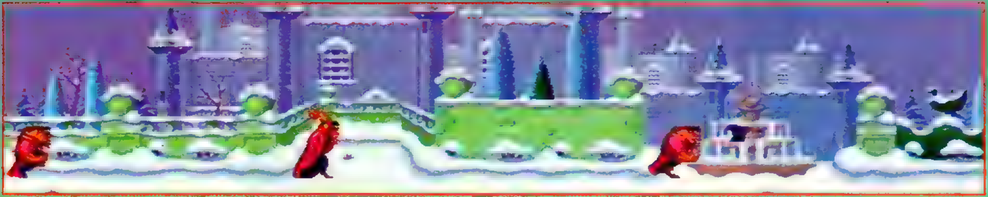
If you enjoyed the movie, you'll love the game! Hudson Soft has really outdone themselves this time—check it out!



The Beast has a variety of cool abilities, like climbing over certain obstacles.



The gothic settings and rich animations make this cart look more like the movie.



# AN AMERICAN TAIL

## FIEVEL GOES WEST

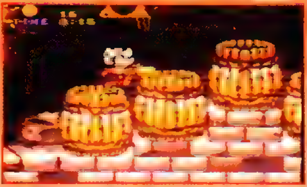
That spunky little mouse, Fievel, is in trouble up to his tiny snout once again. An American Tail: Fievel Goes West will definitely bring out the little kid in you!

The action is literally *non-stop* (and I do mean non-stop!) in this jumpin', runnin' and gunnin' extravaganza! Too much fun you say? But wait, there's more!

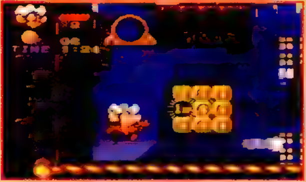
Fievel has his handy popgun ready to dispatch any and all enemies that get in his way! He can grab power-ups like a squirt gun, as well as 1-Ups and other life-giving items.

The graphics are very detailed and quite excellent. Once again, Hudson Soft has made a video game which looks more like a cartoon than a game!

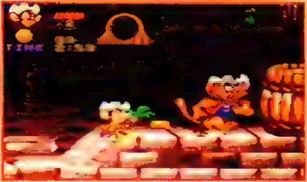
An American Tail: Fievel Goes West will appeal to a broad spectrum of gamers. Even the more experienced gamers will be able to play without being unchallenged! Young and old alike will enjoy this cart!



Be careful on and around the barrels, some of them contain little surprises!



Fievel can use his trusty popgun to reveal tons of power-ups and 1-Ups.



Fievel encounters many tough hombres in his latest western adventure!

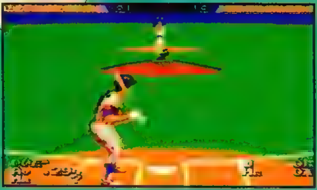
# POWER LEAGUE

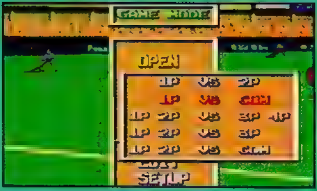
Go to the ball game without ever leaving your house with Hudson Soft's Power League! This is probably one of the most complete baseball carts ever made!

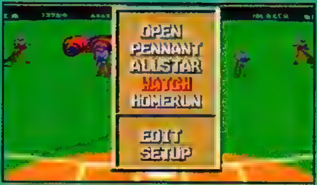
The options alone are enough to give pause. You can play four different types of games including Pennant, All-Star, Match and Home Run. In the Home Run Mode, you can compete for the most home runs within a certain amount of pitches. In All-Star, you get to play as the cream of the baseball crop. Pennant is a race for the title as you play a round of games.

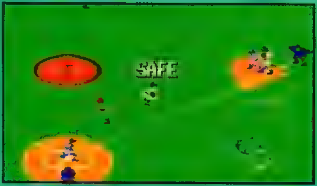
The game play is very good with the players being easy to control. The computer is tough to beat, so you'll never really run out of a good challenge. As for the graphics, they're the best we've seen in a baseball cart in a long time!

Pick up the bat and step up to the plate with Hudson Soft's awesome new Power League! Batter up, baby!


The computer pitchers are extremely tricky. Keep your eyes on the ball!


GAME MODE
OPEN
1P VS 2P
1P VS COM
1P 2P VS 3P 4P
1P 2P VS 3P
1P 2P VS COM
SETUP
Grab some of your friends for a game of ball. You can select different variations.


OPEN
PENNANT
ALLSTAR
MATCH
HOMERUN
EDIT
SETUP
Choose from four or more game types including a cool home run contest.



The overhead view of the game allows you to keep close tabs on all of the action.

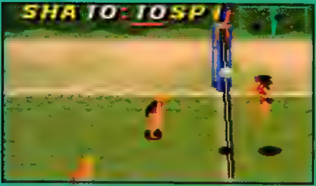
# Dig and Spike Volleyball

If you ever played beach volleyball, team volleyball or even if you just love watching volleyball, you'll go nuts for Dig and Spike Volleyball.

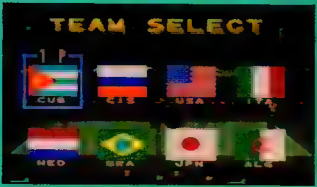
You can play on two surfaces: court and beach. Each of these has four variations including: player vs. computer, player vs. player, training and World Cup. Each of these offers something unique!

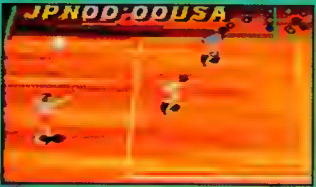
Beach volleyball is played with two players on each side. Each team has its own set of various abilities. Court volleyball can be played like regulation volleyball, depending on which options you choose.

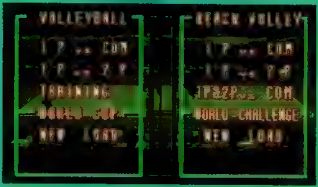
Go for the spike and attack the net with Dig and Spike Volleyball from the folks at Hudson Soft. Side out!

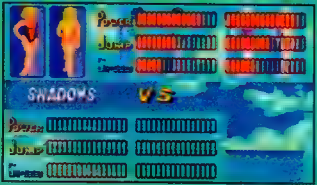


Two-on-two beach volleyball will really test your skills. Set the ball for a good spike!


TEAM SELECT
1P
CUB
CIS
USA
ITA
NED
BRA
JPN
ALG
In the Regular Court Mode, you can pick different teams from all over the world.


JPN00:00USA
Learning to serve the ball correctly can be the difference between a win and a loss!


VOLLEYBALL
1P vs COM
1P vs 2P
TRAINING
WORLD CUP
NEW LOAD
BEACH VOLLEY
1P vs COM
1P vs 2P
1P&2P vs COM
WORLD CHALLENGE
NEW LOAD
There are two Modes of play, each of which has four separate playing options!


Power
Jump
Speed
SHADOWS
VS
Power
Jump
Speed
For beach volleyball, you can select different teams with different strengths.

FIFA

THERE'S ONLY
ONE WAY
TO DESCRIBE
FIFA
INTERNATIONAL
SOCCER.

# HANDS DO

You get all the moves of the international greats. Like a sliding tackle so real, it'll knock you off your feet.

It took the number one name in sports video games to capture the number one sport in the world. FIFA International Soccer from EA SPORTS.™ It's Italy attacking Brazil. A perfectly executed bicycle kick by Germany. A header just past the goalie's reach and into the net by England.

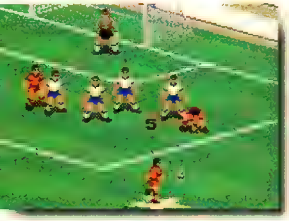
Team Formation

Choose from all the classic formations. Stack your 5-3-2 line-up with a frontline of Brazilian speedsters. Then blow by the other team.

## '94 GAME HIGHLIGHTS

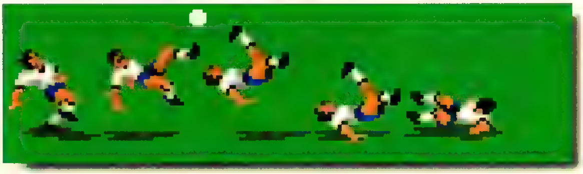
- EXCLUSIVE FIFA LICENSE
- 48 INTERNATIONAL TEAMS
- 4 WAY PLAY SUPPORT
- 2000+ ANIMATIONS
- 1ST 16-MEG SOCCER GAME
- DIGITIZED CROWD CHANTS

# WN THE BEST.



It's you against the goalie. The international title's on the line. And the crowd's a wild, chanting mob. Can you conquer the world?

It's the most animation yet in a sports game. So every corner kick, every sliding tackle, every move is picture-perfect. Plus you get the strategy, the plays, the screaming, chanting fans right out of the stadium. Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And get the world's best soccer game, hands down.

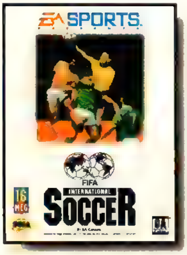


With over 2000 frames of animation, you can pull off a picture-perfect bicycle kick right in front of the mouth of the goal.

If your keeper can swallow up every attack on goal, you might just taste victory in the international tournament.

EA SPORTS™

If it's in the game, it's in the game.™



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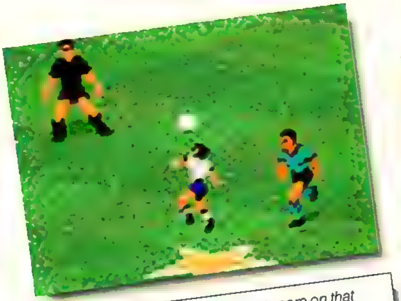
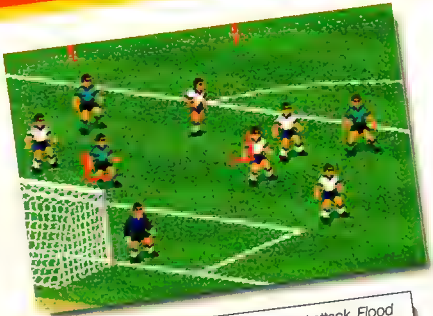
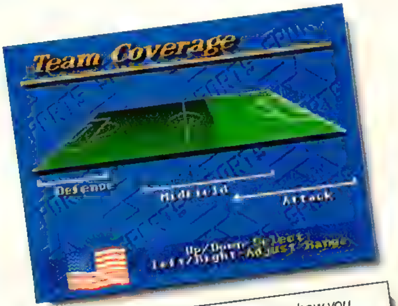


Use your head and you might just score on that crossing play.

"...the most realistic soccer game to date."
—EGM

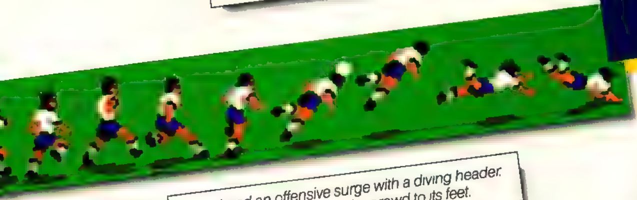


Use a corner kick to mount an all-out attack. Flood their defense with your men, then launch a kick that your striker can push past their lunging goalie.



Design your plan of attack by deciding how you want your players to cover the field. Pull your fullbacks up, send your halfbacks downfield, or position your striker right in the goalie's face.

"What it did for football with Madden NFL® '94, EA SPORTS has done for soccer..."
—Game Pro



Spearhead an offensive surge with a diving header. Leave your feet and bring the crowd to its feet.

TOURNAMENT 4 WAY PLAY™ SERIES

4 Way Play™ kicks tournament action into high gear with 3 on 1, 2 on 2, or 4 on the computer action.

"...a sure bet to win the video game World Cup in '93."
—Die Hard Game Fan

EA SPORTS™

*If it's in the game, it's in the game.™*

# WHAT'S UP at DOC'S

## Fix-A-Game™ Cleaning Kit

Your video game hardware and software can be kept in top playing condition with Doc's® Fix-A-Game™ cleaning kits.

The unique combination of individually calibrated tools, 3M™ Imperial Polishing Film™ and Doc's Ultra 2000™ cleaning solution guarantees a game system ready when you are.

Only Doc's uses non-toxic, non-flammable, non-filming Ultra 2000™ instead of common rubbing alcohol to ensure complete cleaning combined with complete safety.

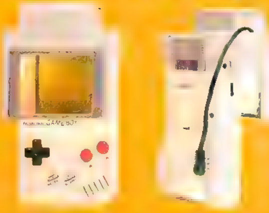
And only Doc's cleans all of your systems with one purchase. So, if you have blank, scrambled or flashing screens or just want preventative maintenance, Doc's Fix-A-Game™ is for you.

FIX-A-GAME™
NO.3000
Cleaning Kit™
MADE IN USA
FOR ALL VIDEO GAME SYSTEMS FROM NINTENDO® AND SEGA

**DOC'S *Hi Tech*®**

Look for these fine products at a Video entertainment dealer near you.

## It's a Doc's Double Play



### for the Game Boy® from Nintendo®

Is your Game Boy® hard to play in low light...and a battery hog at that? There is a better way!! Doc's Rechargeable Battery Pack gives you 10 hours of play, can be recharged over 500 times and is ready to go after an overnight recharge. It fits right into the battery case with no extra bulk or cables.

Still hard to see? Add Doc's Light/Magnifier. Lots of light from 2 replaceable bulbs (we give you spares) and 150% magnification of the screen. And only Doc's Light/Magnifier can be powered by the Doc's Rechargeable Battery Pack or AC Adapter to save batteries one more time.

## Doc's has you wired... better yet, wireless.

DOC'S Hi Tech.
DOC'S Hi Tech.

### New Wireless Remote Controllers with Expert Mode and Slo Mo for SNES.®

Wires, wires, wires! Now go wireless with the first remote controllers for the SNES® that really work! Instant response, incredible range, slow motion and amazing beam width makes sure your actions get the right reactions.

On top of that, you get 2 user simultaneous play, battery strength compensation and auto-shutoff.The sleek design fits right into your hands. Place the receiver by your TV and put your game system away. Each controller provides 40 hours of play on a pair of "AA" batteries.

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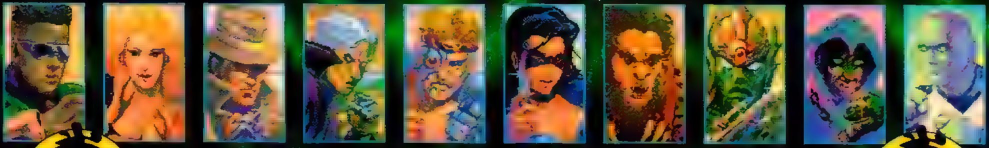
# SPECIAL FEATURE!

## YOU ARE THE CHAMPIONS!

Only from EGM comes a 12-page guide on all the characters, all the moves, all the stats and tons of strategy. Get set for a fighting game that uses brains and brawn as you try to claim the title of Eternal Champion! Only one out of the nine dead warriors will be resurrected to claim the title and change history for the better.



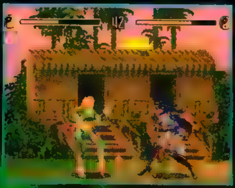
# ETERNAL CHAMPIONS

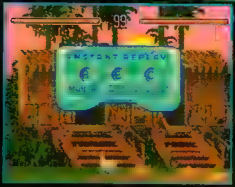
ETERNAL CHAMPIONS

More options than any other fighting game makes this a totally configurational fighting cart. In a one-player practice match, select your enemy, the background stage and even the skill level. In Two-Player Modes you can select game speed, fighting time, amount of rounds, inner strength and much more.

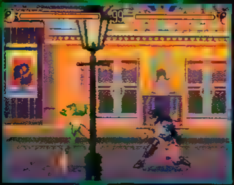
## OPTIONS GALORE AND MORE!

Select your enemy and background to practice against opponents.



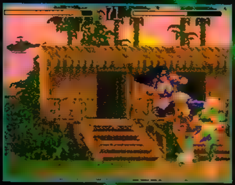


Three Modes of instant replay give more control than sports games.



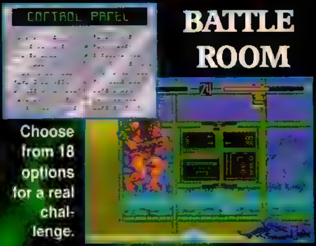
Take on a friend and turn off the special or inner strength to even the odds.

Play through your favorite scenes: auto, manual or highlights.

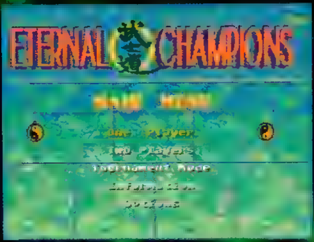


## 1-PLAYER

### BATTLE ROOM



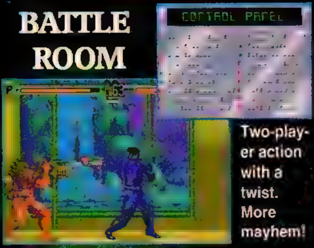
Choose from 18 options for a real challenge.



Sure there are One- and Two-Player Modes, but that's only the beginning. More ways to play with more fighting options make this 24-Meg game a powerhouse!

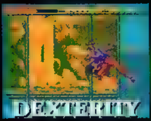
## 2-PLAYER

### BATTLE ROOM



Two-player action with a twist. More mayhem!

## TRAINING MODES



Three Practice Modes hone your skills on orbs or a hologram. You're also given a rating.

## INFORMATION

ETERNAL CHAMPIONS

Full bios and character stories are available.

The story is given in complete detail.

## TOURNAMENT

A complete tournament with stats and progress shown along the way.

ETERNAL CHAMPIONS

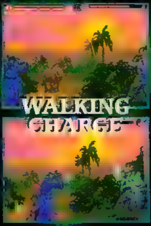
## A NEW LEVEL OF STRATEGY

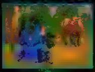
### POWER OF A WORD

Don't underestimate the power of a good insult. All moves require inner strength (shown as the yin/yang symbol next to a player's energy bar). To perform special moves requires a certain amount of inner strength, proportional to the damage it does. The key is that an Insult move drains your foes' inner strength. This adds a whole new dimension to fighting games, since it uses more strategy and not merely quick reflexes and brute strength. This is great to even out characters with very powerful moves.

### CHARGE IT!

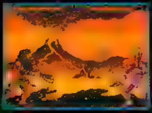
All special moves are either charge moves or button combinations. No more Instant Dragon Punches or Fireball Motions. This forced charge adds a level of difficulty and timing. To add to the complexity, the charge time is cumulative, so you can charge for approximately 10 seconds, walk forward for 8, and still perform a 2 second charge back move. Because of the importance of charging, be sure to charge at all times including crouched and in the air.

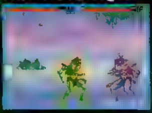




### DEFENSE=OFFENSE

Unlike many other fighting games, Eternal Champions fully uses defensive moves. Some of the defensive moves, like Slash's Bat Back and Larcen's Reflect Back, actually ricochet the projectile back against their foes. Even the many fields of Trident can be used to defensively cause a player to harm themselves or put them in a bad position. Initially, these new types of moves will take a bit of getting used to, but they will surely make for interesting matches. Sometime the best offense is a defense.

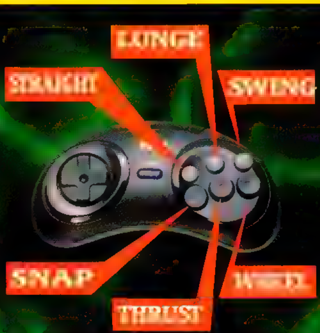




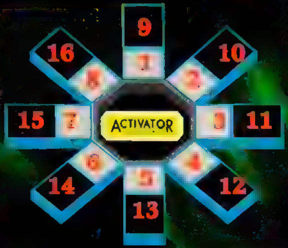
# KEEP IN CONTROL

## MOVEMENT ABBREVIATIONS

F-FORWARD
CB-Charge Back for time shown
CD-Charge Down for time shown
“,”-Perform in sequence
“+”-Perform simultaneously



Here are the button names as defined in the game. They are used in the moves section, but shortened to their button name for the combos in order to conserve space. Three button controllers use start to toggle from top and bottom rows.

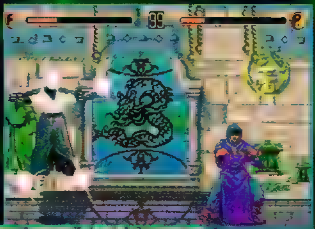


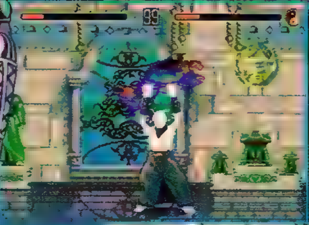
One of the first games to fully take advantage of the Activator, E.C. is pushing the controller edge. The grey center represents the actual Activator; the projected square areas represent the direction and height. The black number areas are high movements while the lighter areas indicate a low movement. Low and high movement generally indicate foot (low) or hand (high).

## ONE SHOT AT THE TOP

After you defeat the eighth character, you don't have to worry about a mirror match, but you should really worry about how to defeat the Eternal Champion. This guy has only a few power moves, but they are very deadly and can be executed at will. To harden the odds, you only have one match to defeat him. There are no continues or second chances. If he wins, you lose for good! Learn to avoid his Explosion Attack and run from his Invincibility Phasing. He can be beaten if you keep attacking and time your moves well. Don't give him a chance to recoup or back off to use his special moves.

When he's low on energy, he'll back off. Wait for him to explode five Energy Balls. Jump on the bottom one!



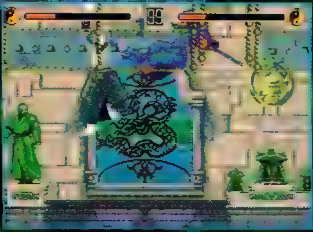


If he gets desperate, he will start to flash. This means he's invincible. Run! Don't try to fight or you'll just get thrown.

time is over...

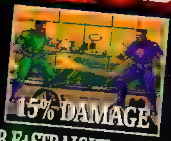
Each character has a unique ending, but all end up the same if they fail. You get one shot!

Keep attacking, but watch out for his deadly Uppercut punch.



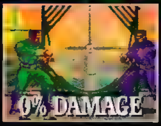
# BLADE

### TRACKING BLADE



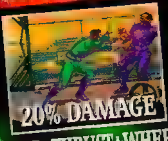
CB,F+STRAIGHT+LUNGE

### STUN BEAM



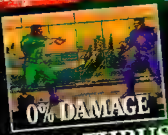
CB, F + SWING

### WILD FURY ATTACK

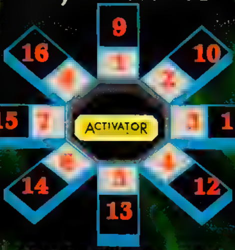


SNAP+THRUST+WHEEL

### PROJECTILE FIELD

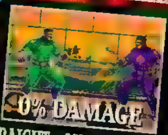


SNAP+THRUST



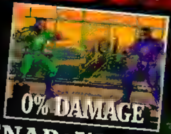
1)Back Fire 2)Personal Shield 3)Jump Right 4)Pause 5)Track Light 6)Pause 7)Jump Left 8)Projectile Field 9)Stung Beam 10)Wild Fury Attack 11)Walk Right 12)Crouch Right 13)Insult 14)Crouch Left 15)Walk Left 16)Tracking Blade Combinations: Power Drain=3+7

### PERSONAL SHIELD



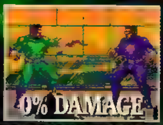
STRAIGHT + LUNGE + SWING

### BACKFIRE



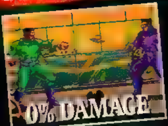
SNAP+WHEEL

### INSULT: LOSER!



STRAIGHT +SWING

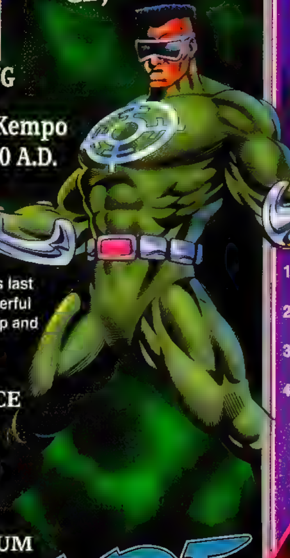
### POWER DRAIN



CB,F+WHEEL

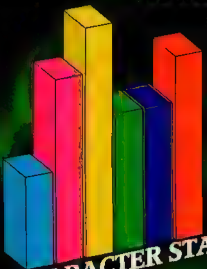
### EXTRA TIPS

He's a combo machine with speed and range. Corner opponents and use the Tracking Blade to stop foes' charges. If they block use a close Humming Blade followed by a throw.



**FIGHTING STYLE:** Kempo
**TIME PERIOD:** 2060 A.D.
**OCCUPATION:** Bounty Hunter

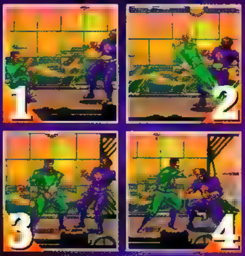
He was a cop with a bad temper that led him to be dismissed to hush up a scandal. He then took up bounty hunting in Syna. His last assignment was to apprehend a vial containing a powerful virus. He confronted the scientist, but the Feds fouled up and the virus got free.



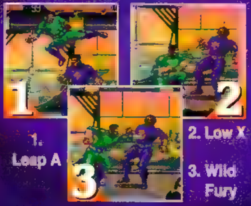
CHARACTER STATS.

| | |
|---|---|
| 2 | SPEED |
| 4 | ENDURANCE |
| 5 | POWER |
| 3 | RECOVERY |
| 3 | DEFENSE |
| 4 | EQUILIBRIUM |

### Combo Moves



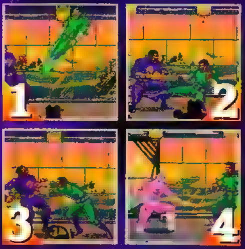
1. Tracking Blade
2. Leap C
3. Close Z
4. Stand Z



1. Leap A
2. Low X
3. Wild Fury

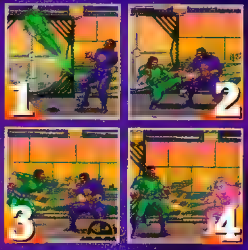
### Combo Moves

### Combo Moves



1. Leap C
2. Low B
3. Wild Fury
4. Stun Beam

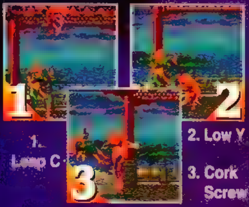
### Moves



1. Leap C
2. Low B
3. Stand Z
4. Stun Beam

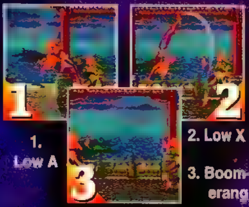
## KILLER COMBO TECHNIQUES

## KILLER COMBO TECHNIQUES



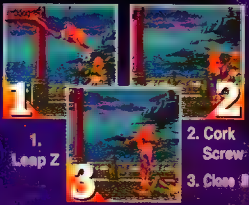
1. Leap C
2. Low Y
3. Cork Screw

### Combo Moves



1. Low A
2. Low X
3. Boomerang

### Combo Moves

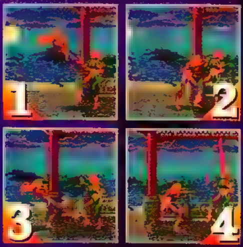


1. Leap Z
2. Cork Screw
3. Close [illegible]

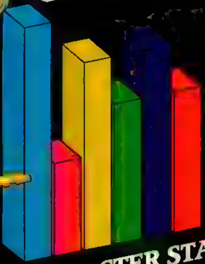
### Combo Moves

### Combo Moves

1. Leap A
2. Stand Z
3. Stand B
4. Flying Choke



# JETTA



5 SPEED
2 ENDURANCE
[illegible] POWER
3 RECOVERY
4 DEFENSE
3 EQUILIBRIUM

CHARACTER STATS.

**FIGHTING STYLE: Savate**
**TIME PERIOD: 1899 A.D.**
**OCCUPATION: Circus Acrobat**

She was always a rebel whose talents landed her in an international circus. She travelled around the world and got caught up in the Boxer Rebellion when she visited China. Spurred by compassion, she tried to prevent military actions, but became a victim of sabotage.

### EXTRA TIPS

Phase a lot! All combinations work easier while phased and doubly so after a Resonate. She is a hit and run character. Use Boomerangs to keep foes away and jump around for quick hits.

### BLADEARANG

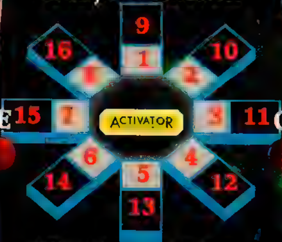
CB2, F + LUNGE

### CEILING GRAB

CD3, UP + LUNGE

### FLYING CHOKE HOLD

CB2, F + SWING



1)Phase 2)Ricochet 3)Jump Right 4)Pause 5)Death Dive 6)Pause 7)Jump Left 8)Snap Kick 9)Bladearang 10)Flying Choke 11)Walk Right 12)Crouch Right 13)Insult 14)Crouch Left 15)Walk Left 16)Ceiling Grab
Combos: Resonate=3+7
Corkscrew (L or R)=1+8 or 1+2

### PHASE

STRAIGHT+LUNGE+SWING

### RICOCHET

CD2, UP + WHEEL

### DEATH DIVE

SNAP+THRUST+WHEEL

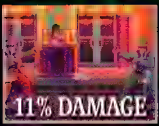
### INSULT: PIG

STRAIGHT +SWING

### RESONATE

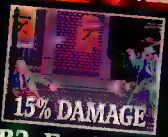
SNAP+WHEEL

## SAI THROW



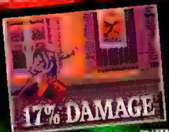
CB2, F + LUNGE

## LONG DIST. SWEEP

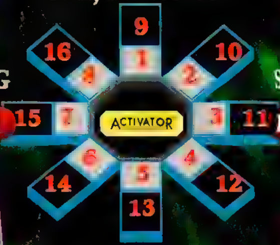


CB2, F + SWING

## HAMMER FIST

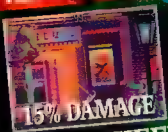


STRAIGHT + LUNGE + SWING



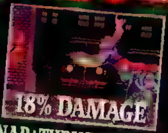
1)Reflect Projectile 2)Power Sweep 3)Jump Right 4)Pause 5)Crouch Down 6)Pause 7)Jump Left 8)Air Sweep 9)Sia Throw 10)Hammer Fist 11)Walk Right 12)Crouch Right 13)Insult 14)Crouch Left 15)Walk Left 16)Long dist. Sweep Combinations: Ceiling Crawl=3+7 Flip Kick=1+8

## AIR SWEEP



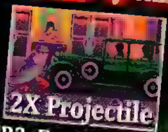
SNAP+WHEEL

## POWER SWEEP



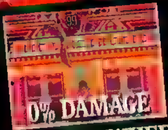
SNAP+THRUST+WHEEL

## REFLECT PROJECTILE



CB2, F + STRAIGHT

## CEILING CRAWL



CD2, UP + WHEEL

## INSULT: PUNK!

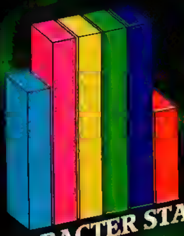
STRAIGHT +SWING

## EXTRA TIPS

A well rounded character. He can be played defensively or offensively. His Backflip kick is a great anti-combat. If cornered, use the Power Sweep to escape. He's great with combos.

**FIGHTING STYLE:** Mantis
**TIME PERIOD:** 1920A.D.
**OCCUPATION:** Cat Burglar

Born in an era of crime bosses, he became an expert thief under his boss, Mr. Taglalini. He did have morals, though and refused to kill. His last job was a delivery that turned out to be a bomb. He changed his mind too late, and the explosion killed the target and Larcen as well.

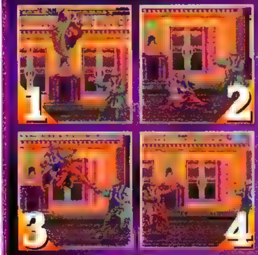


## CHARACTER STATS.

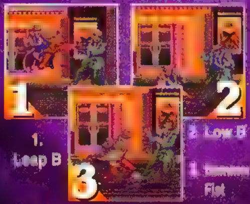
2 SPEED
[illegible] ENDURANCE
[illegible] POWER
3 RECOVERY
3 DEFENSE
[illegible] EQUILIBRI

# LARCEN

## Combo Moves

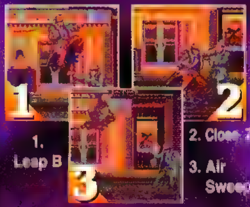


1. Leap B
2. Low B
3. Backflip Kick
4. Sai Throw



1. Leap B
2. Low B
3. Hammer Fist

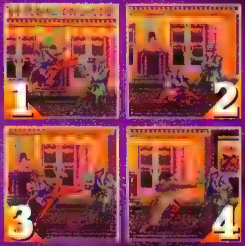
## Combo Moves



1. Leap B
2. Close Z
3. Air Sweep

## Combo Moves

## Combo Moves



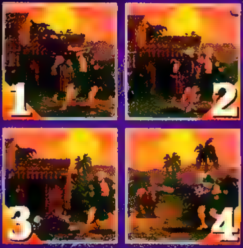
1. Leap B
2. Low B
3. Stand B
4. Stand Z

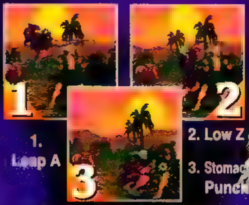
## KILLER COMBO TECHNIQUES

# KILLER COMBO TECHNIQUES

**Combo Moves**

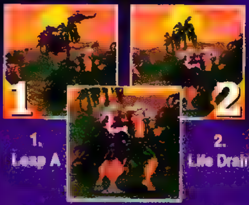
1. Leap A
2. Close Y
3. Low B
4. Wall Smash





1. Leap A
2. Low Z
3. Stomach Punch

**Combo Moves**

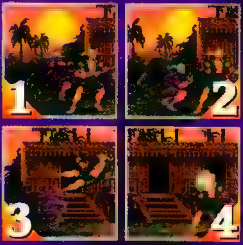


1. Leap A
2. Life Drain

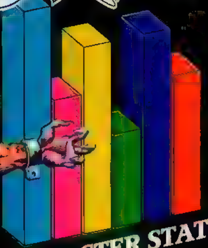
**Combo Moves**

**Combo Moves**

1. Leap A
2. Low X
3. Low C
4. Mist Attack



# MIDKNIGHT



[illegible] SPEED
3 ENDURANCE
[illegible] POWER
2 RECOVERY
4 DEFENSE
3 EQUILIBRIUM

CHARACTER STATS.

## EXTRA TIPS

A terror with high speed combinations, he's dangerous on all sides. Use a Leaping A and a Stomach Punch or Life Drain for a comeback. Wall Smashes are great for closing distance.

**FIGHTING STYLE: Jeet Kune Do**
**TIME PERIOD: 1967 A.D.**
**OCCUPATION: Bio-Chemist**

The best in his field, he created a virus to end the Vietnam Conflict. After he found out its use, he stole back the formula and fled to London. In a bizarre accident, he fell in a vat of the virus mix and turned into a vampire. He searched for a cure, but was killed—vampire style.

### CEILING RAM

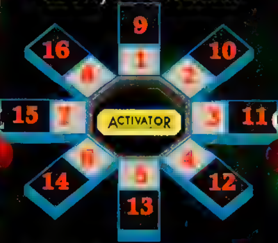
CD1.5, UP + WHEEL

### OVERHEAD SMASH

F+SNAP+THRUST+WHEEL

### WALL SMASH

CB2, F + SWING



1)Mist Attack 2)Bedazzle
3)Jump Right 4)Pause
5)Crouch Down 6)Pause
7)Jump Left 8)Dispel
9)Ceiling Ram 10)Wall Smash
11)Walk Right 12)Crouch Right 13)Insult 14)Crouch Left 15)Walk Left
16)Overhead Smash
Combinations: Life Drain=3+7

### LIFE DRAIN

F+STRAIGHT+LUNGE+SWING

### BEDAZZLE

STRAIGHT+LUNGE+SWING

### DISPEL

SNAP+THRUST+WHEEL

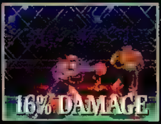
### INSULT: WEAKLING!

STRAIGHT +SWING

### MIST ATTACK

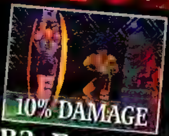
SNAP + WHEEL

## CYBER PUNCH


16% DAMAGE

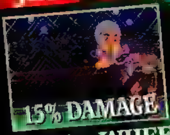
STRAIGHT+LUNGE+SWING

## TURBINE


10% DAMAGE

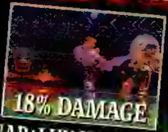
CB2, F + SNAP

## JET KNEE

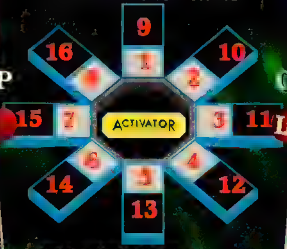

15% DAMAGE

CB2, F + WHEEL

## CYBER KICK


18% DAMAGE

SNAP+LUNGE+WHEEL



1)Cyber Kick 2)Lock and Load 3)Jump Right 4)Pause 5)Crouch Down 6)Pause 7)Jump Left 8)Jet Knee 9)Cyber Punch 10)Air Jets 11)Walk Right 12)Crouch Right 13)Insult 14)Crouch Left 15)Walk Left 16)Turbine

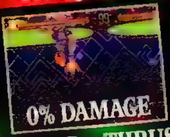
Sweep Combinations:
Overload=3+7

## INSULT: WIMP!

0% DAMAGE

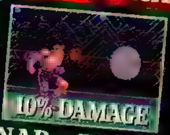
STRAIGHT +SWING

## AIR JETS


0% DAMAGE

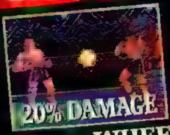
CD2, UP + THRUST

## LOCK AND LOAD


10% DAMAGE

SNAP + THRUST

## OVERLOAD


20% DAMAGE

SNAP + WHEEL

## EXTRA TIPS

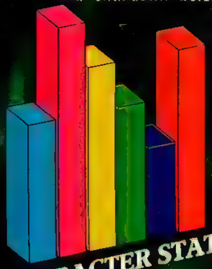
His offense is his strong point. Use the Turbine to escape attacks and avoid getting cornered. His attacks are powerful so keep pounding opponents with Overloads and Jet Knee attacks.

**FIGHTING STYLE:** Muay Thai

**TIME PERIOD:** 2345A.D.

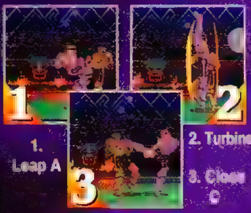
**OCCUPATION:** Cyber-Fighter

Rax was born into a time when cyborgs were replacing humans as the top fighters. He didn't have time to become the human champ, plus human fighting was dwindling in popularity. So, he underwent the painful surgery necessary to become a cyborg. During the championship fight, he was betrayed and "shut down" before he won.



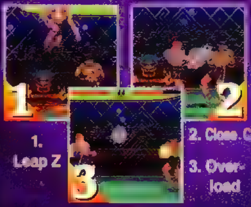
CHARACTER STATS.

- 3 SPEED
- 5 ENDURANCE
- [illegible] POWER
- 1 RECOVERY
- 2 DEFENSE
- 1 EQUILIB[illegible]



1. Leap A
2. Turbine
3. Close C

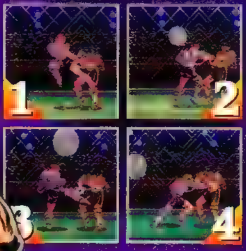
## Combo Moves



1. Leap Z
2. Close C
3. Overload

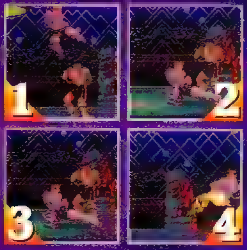
## Combo Moves

### Combo Moves



1. Leap B
2. Stand Y
3. Stand A
4. Cyber Punch

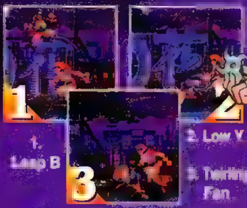
### Combo Moves



1. Leap B
2. Low B
3. Low [illegible]
4. Jet Knee

## KILLER COMBO TECHNIQUES

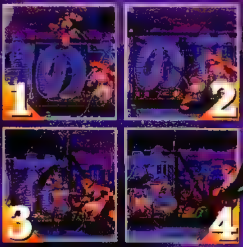
## KILLER COMBO TECHNIQUES



1. Leap B
2. Low Y
3. Twirling Fan

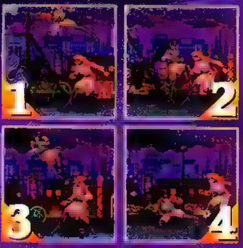
**Combo Moves**

**Combo Moves**

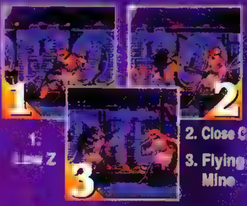


1. Leap B
2. Low Z
3. Close B
4. Ninja Star

**Combo Moves**



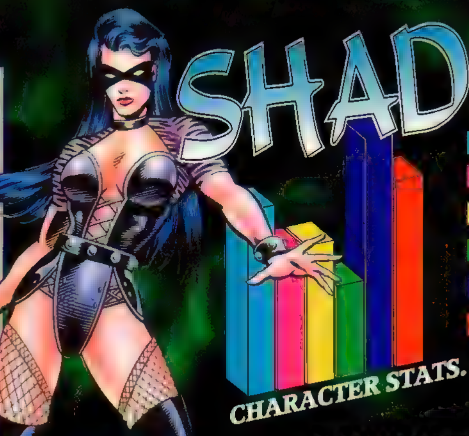
1. Leap B
2. Stand B
3. Angle Kick
4. Star



1. Low Z
2. Close C
3. Flying Mine

**Combo Moves**

# SHADOW



**CHARACTER STATS.**

- 4 SPEED
- 3 ENDURANCE
- [illegible] POWER
- 2 RECOVERY
- 5 DEFENSE
- 4 EQUILIBRIUM

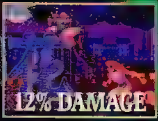
**FIGHTING STYLE:** Ninjutsu
**TIME PERIOD:** 1993 A.D.
**OCCUPATION:** Corporate Assassin

A top-notch killer for the Black Orchid Corp. It wasn't until she questioned what would happen if she failed that she realized she would be killed. From this, she senses her own mortality and was about to blow the whistle, but was pushed off the top of the building.

### EXTRA TIPS

[illegible]

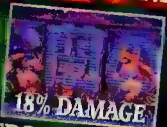
### HIGH ANGLE KICK



12% DAMAGE

CB2, F + THRUST

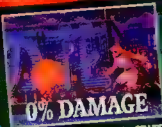
### FLYING MINE



18% DAMAGE

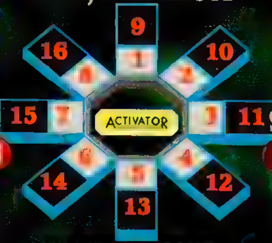
CD2, F + SWING

### SMOKE SCREEN



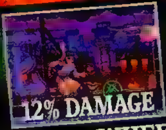
0% DAMAGE

STRAIGHT+LUNGE+SWING



1)High Angle Kick 2)Flying Step 3)Jump Right 4)Pause 5)Crouch Down 6)Pause 7)Jump Left 8)Twirling Fan 9)Ninja Weapon 10)Smoke Screen 11)Walk Right 12)Crouch Right 13)Insult 14)Crouch Left 15)Walk Left 16)Flying Mine
Combinations: Shadow Mode=3+7

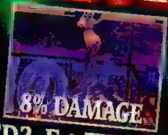
### TWIRLING FAN



12% DAMAGE

CB2, F + WHEEL

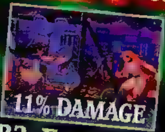
### FLYING STEP



8% DAMAGE

CD2, F + THRUST

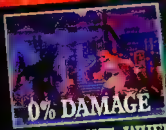
### NINJA WEAPON



11% DAMAGE

CB2, F + LUNGE

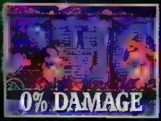
### SHADOW MODE



0% DAMAGE

SNAP+THRUST+WHEEL

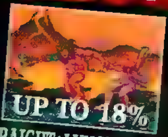
### INSULT: COWARD!



0% DAMAGE

STRAIGHT +SWING

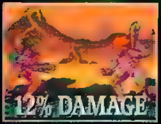
## BATTER UP



UP TO 18%

STRAIGHT+LUNGE+SWING

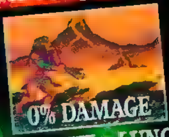
## DE-CLAW



12% DAMAGE

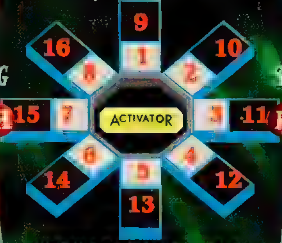
CB2, F + SWING

## BAT PROJECTILE



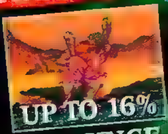
0% DAMAGE

STRAIGHT + LUNGE



1)Double Kick 2)Running H.B. 3)Jump Right 4)Pause 5)Crouch Down 6)Pause 7)Jump Left 8)Power Thud 9)De-Claw 10)Bat Projectile 11)Walk Right 12)Crouch Right 13)Insult 14)Crouch Left 15)Walk Left 16)Batter Up Combinations: Spinal Crush=3+7

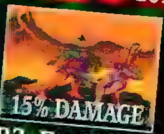
## SPINAL CRUSH



UP TO 16%

F + LUNGE

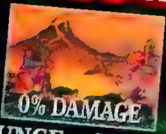
## RUNNING HEAD BUTT



15% DAMAGE

CB2, F + WHEEL

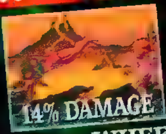
## POWER THUD



0% DAMAGE

LUNGE + SWING

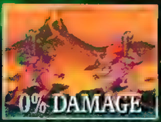
## DOUBLE FOOT KICK



14% DAMAGE

SNAP + WHEEL

## INSULT: BUM!



0% DAMAGE

STRAIGHT +SWING

## EXTRA TIPS

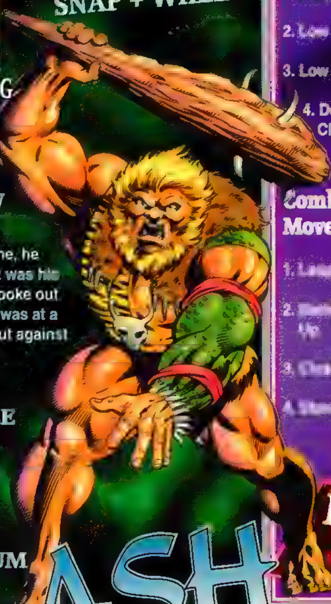
The range and power of the club grants him respect [illegible] but in close go for the Spinal Crush. Knock a foe down and instantly do a Power Thud to make them dizzy

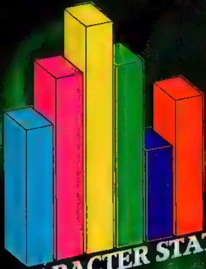
**STYLE:** Pain

**TIME PERIOD:** 699 B.C.

**OCCUPATION:** Early Man Hunter

The greatest fighter of his time, he owed it all to his advanced intelligence. Unfortunately, it was his advanced thinking that got him into trouble. He often spoke out against the elders and was hated for his rival ideals. It was at a clan meeting that he was stoned to death for speaking out against the clan in public.



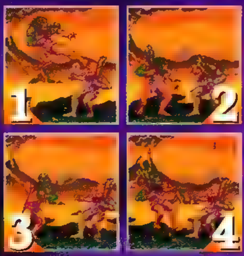


CHARACTER STATS.

[illegible] SPEED
[illegible] ENDURANCE
[illegible] POWER
4 RECOVERY
2 DEFENSE
[illegible] EQUILIBRIUM

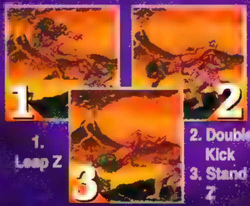
# SLASH

## KILLER COMBO TECHNIQUES



**Combo Moves**

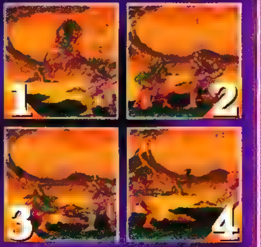
1. Leap C
2. Close B
3. Stand Z
4. Run Head Butt



1. Leap Z
2. Double Kick
3. Stand Z

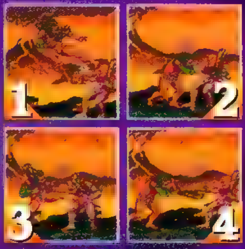
**Combo Moves**

**Combo Moves**



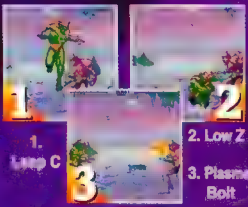
1. Leap Z
2. Low B
3. Low C
4. De-Claw

**Combo Moves**



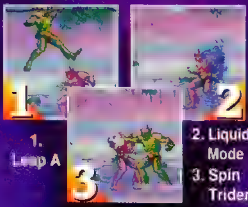
1. Leap C
2. Batter Up
3. Close B
4. Stand Z

# KILLER COMBO TECHNIQUES



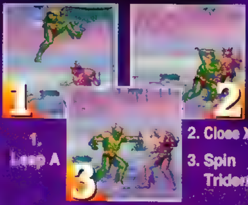
1. Leap C
2. Low Z
3. Plasma Bolt

**Combo Moves**



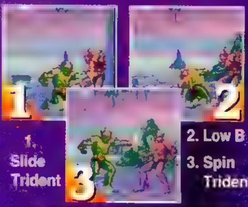
1. Leap A
2. Liquid Mode
3. Spin Trident

**Combo Moves**



1. Leap A
2. Close X
3. Spin Trident

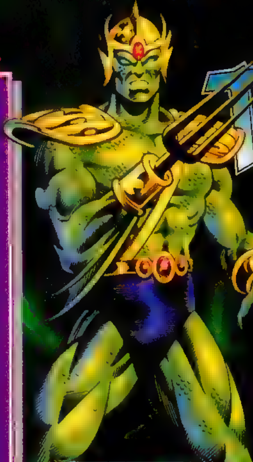
**Combo Moves**

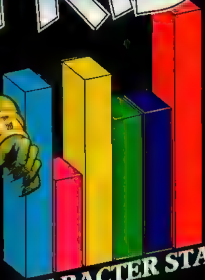


1. Slide Trident
2. Low B
3. Spin Trident

**Combo Moves**

# TRIDENT





- 4 SPEED
- 2 ENDURANCE
- 4 POWER
- 3 RECOVERY
- 3 DEFENSE
- 5 EQUILIBRIUM

CHARACTER STATS.

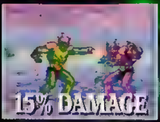
## EXTRA TIPS

One of the fate characters he also has range. Use the Bio-Stun Field at the start of a match and if need be, throw your foe. When in close or after a combo use the Spinning Trident to do [illegible]

FIGHTING STYLE: Capoeria
TIME PERIOD: 110 B.C.
OCCUPATION: Gladiator

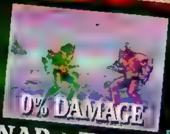
Thusly named for the trident that replaced his hand. His people of Atlantis were in constant dispute with the Romans. To settle their feud, a fight was held to determine who stayed and who left to the watery depths. Trident was tricked and lost the fight, leaving his people to the waters.

## SPINNING TRIDENT



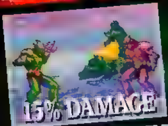
STRAIGHT+LUNGE+SWING

## BIO-STUN FIELD

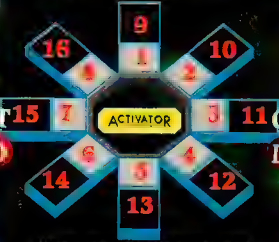


SNAP + THRUST

## PLASMA BOLT

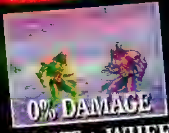


CB2, F + SWING



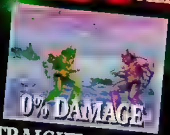
1)Repulser Field 2)Depth Field 3)Jump Right 4)Pause 5)Sliding Trident 6)Pause 7)Jump Left 8)Bio-Drain Field 9)Spinning Trident 10)Plasma Bolt 11)Walk Right 12)Crouch Right 13)Insult 14)Crouch Left 15)Walk Left 16)Bio-Stun Filed Combinations: Liquid Mode=3+7

## REPULSER FIELD



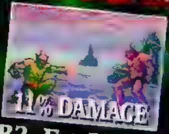
THRUST + WHEEL

## DEPTH CHARGE FIELD



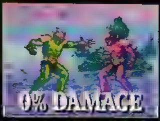
STRAIGHT + LUNGE

## SLIDING TRIDENT



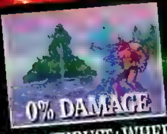
CB2, F + LUNGE

## INSULT: FREAK!



STRAIGHT +SWING

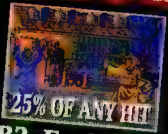
## LIQUID MODE



SNAP+THRUST+WHEEL

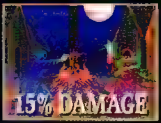
# XAVIER

## MIDAS TOUCH



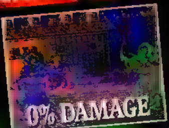
CB2, F + LUNGE

## DRAGON TRAP



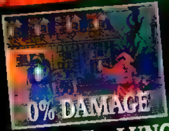
CB2, F + SWING

## CONFUSION SPELL

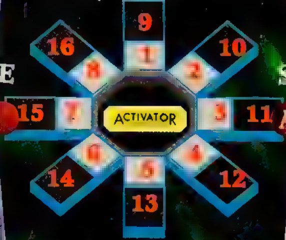


SNAP + WHEEL

## SWAP SPELL

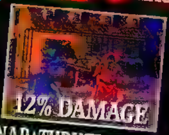


STRAIGHT + LUNGE



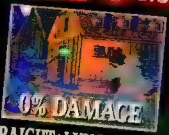
1)Snap Back 2)Attack & Smack 3)Jump Right 4)Pause 5)Crouch Down 6)Pause 7)Jump Left 8)Swap 9)Dragon Trap 10)Confusion 11)Walk Right 12)Crouch Right 13)Insult 14)Crouch Left 15)Walk Left 16)Midas Touch Combinations: Identity Change=3+7

## ATTRACT AND SMACK



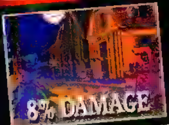
SNAP+THRUST+WHEEL

## IDENTITY CHANGE



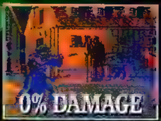
STRAIGHT+LUNGE+SWING

## SNAP BACK



CD2, F + STRAIGHT

## INSULT: SIMPLETON



STRAIGHT +SWING

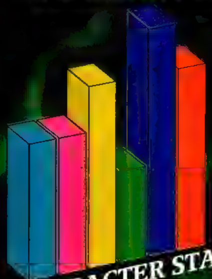
## EXTRA TIPS

Keep foes at range with Standing Z or Jumping A. Use his spells to throw enemies off their guard, especially the Identity Change if they can't play other characters as well.

FIGHTING STYLE: Hapkido Cane
TIME PERIOD: 1692 A.D.
OCCUPATION: Alchemist

After failing as a blacksmith, he tried his hand at alchemy. His love for science fueled by the mystery of transforming lead to gold, gave him a great find. He learned to create a pure, clean running energy source. Unfortunately, before he could document it, he was burned as a witch by the people of Salem.

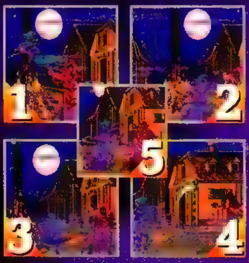
## CHARACTER STATS.



- 3 SPEED
- 3 ENDURANCE
- 4 POWER
- 2 RECOVERY
- 5 DEFENSE
- 1 EQUILIBRIUM

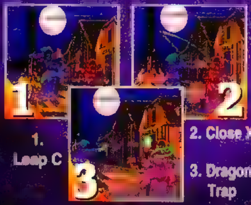
## KILLER COMBO TECHNIQUES

### Combo Moves



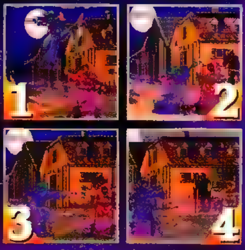
1. Leap A
2. Low X
3. Low Y
4. Stand Z
5. Attack & Smack

### Combo Moves



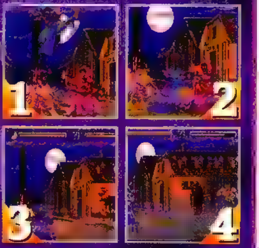
1. Leap C
2. Close X
3. Dragon Trap

### Combo Moves



1. Leap C
2. Low X
3. Stand Y
4. Midas Touch

### Combo Moves



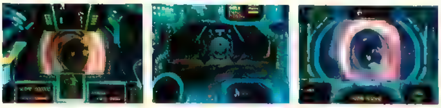
1. Leap C
2. Low X
3. Low C
4. Identity Change

# Psygnosis CD's, you Just play it.

## A BRAIN IS A TERRIBLE THING TO WASTE.

Take a journey to the center of the mind. This situation is deadly serious. You are coursing through the body of corporate mogul Tiron Korsby in search of a brain manipulation droid planted by a rival company. Time is running out and you're forced to play a fast and furious game of hide and seek. Waste the droid before it wastes Korsby's brain.

Surging through veins, arteries, and other body organs, you blast attacking viruses and your enemies' defensive probes. This struggle for control features non stop action, unparalleled cinematic style imagery, and incredibly smooth gameplay. Over 500 MB of graphic and sound data, coupled with an original soundtrack from Rick Wakeman brings you the look and feel of a true inner-body experience.



## YOU MAY BE BRAVE ENOUGH, BUT ARE YOU SMART ENOUGH.

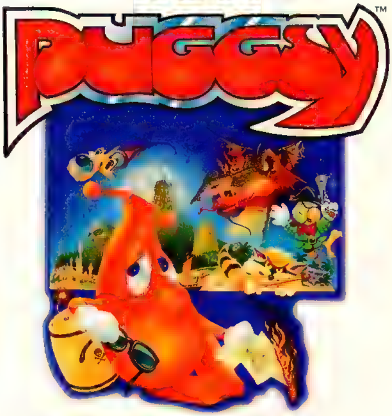
SHADOW OF THE™
BEAST II

If this quest was simply a test of physical prowess, you would be all set. But the truth is, your journey will be filled with diabolically challenging puzzles. In order to save your sister from the evil Beast Master Zelek, you need to scour Kara-Moon and confront him face to face. But, to succeed you must master the most deadly weapon: your mind.

A sinister, intelligent game, filled with fiendish puzzles and challenging battles, Shadow of the Beast II is not your ordinary role playing game, stressing brawn alone. Beast II features an essential blend of strength and brain power. Well orchestrated music tracks, eight-way scrolling and cinematic animated sequences transport you to Kara-Moon, the land of the Beast.

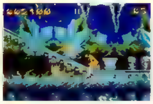
# don't have to Psay it.

## FASTER THAN A SPEEDING BULLET... NOT!



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus levels of cartoon quality play, filled with secret rooms, hidden levels and "Easter eggs" and featuring; *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms to control forty different objects, solving puzzles and zapping over 100 different alien creatures, as he waddles his way through 17 bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.



Psygnosis takes you to the cutting edge of SEGA CD™ technology, with three new games that are guaranteed to challenge, thrill and amuse you. SEGA CD™ has got what it takes to blow you away, with enhanced video animation, more play levels, and the intense music and sound effect of QSound with 3-D sound processing. Take SEGA CD™ to the outer limits with Psygnosis' new games; Puggsy, Microcosm and Shadow of the Beast II. Psygnosis CD is *Psensational.*

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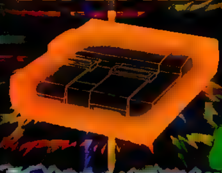
SEGA CD
WELCOME TO THE NEXT LEVEL

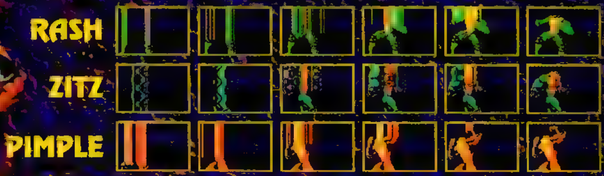
**Psygnosis**
675 Massachusetts Ave.
Cambridge, MA 02139
(617) 497-7794



BATTLETOADS
DOUBLE
DRAGON

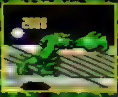
The Dark Queen has not been heard from since she tangled with the mean green three (Rash, Zitz and Pimple—aka the Battletoads) defeated her. However, after the daring rescue of Zitz inside the T.R.I.P.S. dreamscape, the Queen is back again—this time with a partner! The Enemy of the Double Dragon twins, the Shadow Boss, has joined forces with the evil queen. They are speeding toward Earth with a giant laser beam! The galaxy-famous 'Toads link up with the Dragons and decide to hit the Queen first! Battletoads and Double Dragon can be played with one or two players and in Cooperative and Uncooperative Modes. Can the ultimate team beat the ultimate evil? Or will evil reign supreme? Everybody will want to move to this: Battletoads and Double Dragon—they are the ultimate team!

BATTLETOADS



## "MOVE TO THIS!"

The Battletoads (Rash, Zitz and Pimple) are ready for action—this time with the Double Dragons!

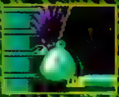


Kiss-My-Fist

Big Bad Boot

Nuclear Knuckles

Battletoad Butt



BT Bashing Ball

Swingin' Size Thirteens

Take Out The Trash

Bikin' Bash

No Way Back Thwack

Twin Side Slam

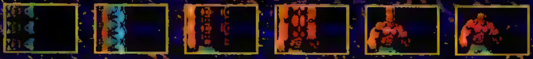
Back N' Front Punt

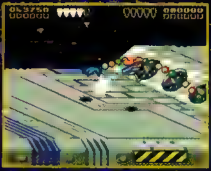
Battletoad Uppercut

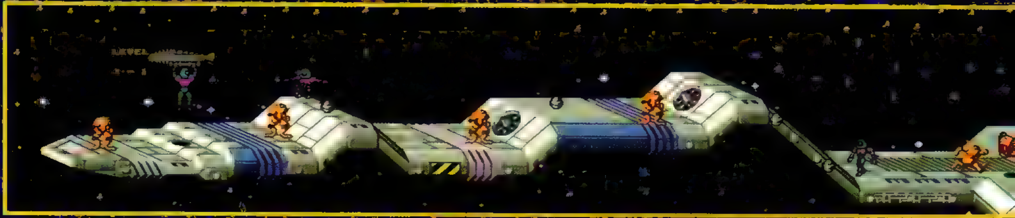
ROBO NOT LIKE INTRUDERS I'M GONNA BEAT YOU UP!

### LEVEL 1: TAIL OF THE RATSHIP

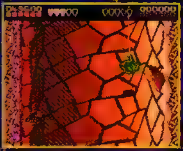
The first three levels of the game take place on and in the menacing Ratship! The first level drops you off on the Tail and you must fight your way inside from there! Several security systems and sentry guards will fight you at every turn, so be ready!

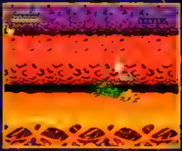


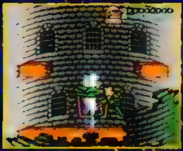




## A BRIEF REWIND OF MEMORABLE MOMENTS IN BATTLETOAD AND DOUBLE DRAGON HISTORY:

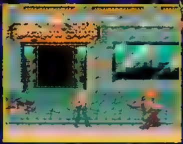

**BATTLETOADS**
NES / 1991


**BATTLETOADS**
GENESIS / 1993


**BATTLEMANIACS**
SUPER NES / 1993

**DOUBLE DRAGON 3**
NES / 1991

**SUPER DOUBLE DRAGON**
SUPER NES / 1992


**DOUBLE DRAGON 3**
GENESIS / 1992

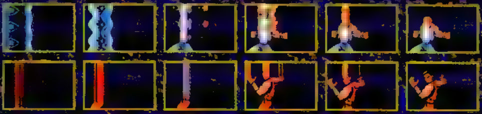
### THE ULTIMATE TEAM

Finally, two of the toughest fighting teams have combined forces to become the *ultimate* team. Over the years, the two teams have been adored by many gamers. Now they are as one in three versions of Battletoads and Double Dragon!

NES / 1993

**BATTLETOADS & DOUBLE DRAGON**

GENESIS / 1993


**BILLY**

**JIMMY**

DOUBLE DRAGON

Twistin' Typhoon Kick

Thunderin' Knee Drop

Earthquake Elbow Smash

Flying Dragon Kick

Whizzin' Whirlwind

Side Wall Smash

"GET SOME!"

The Double Dragon twins, Billy and Jimmy Lee, are ready to kick some evil butt with their new Toad friends!

Take Out The Trash

Bikin' Bash

Jab 'N' Stab Strike

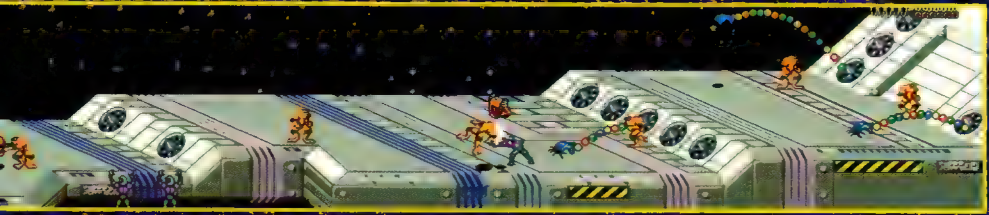
Nose-Crunching Knee

Back N' Front Punt

Dragon's Tail Throw

### BOSS 1: ABOBO

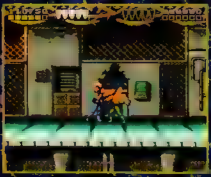
Dragon foe, Abobo, is the first Boss you will fight. Abobo is big and strong, but he is also slow and stupid! His fatal flaw is he is an easy target for Battletoad Butts or Flying Dragon Kicks. However, don't get too close, or he will get you in a punching clinch that will take away a life!

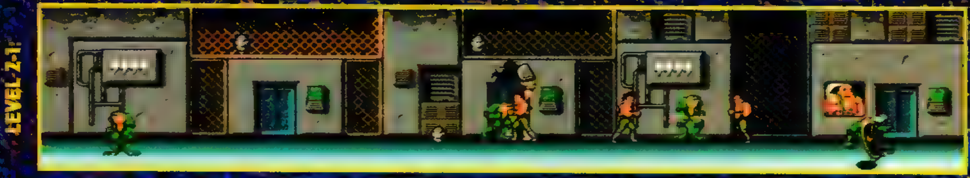


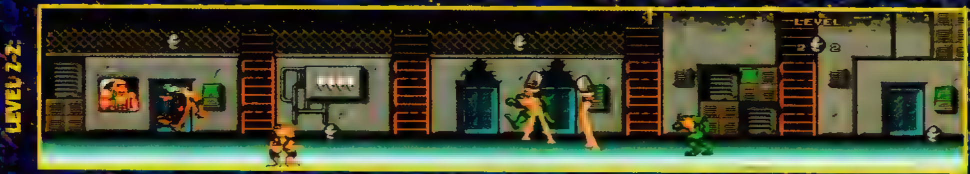
C'MON INTO MY LAIR,
BIG BLAG'S GONNA
STOMP 'N' CHOMP YA!

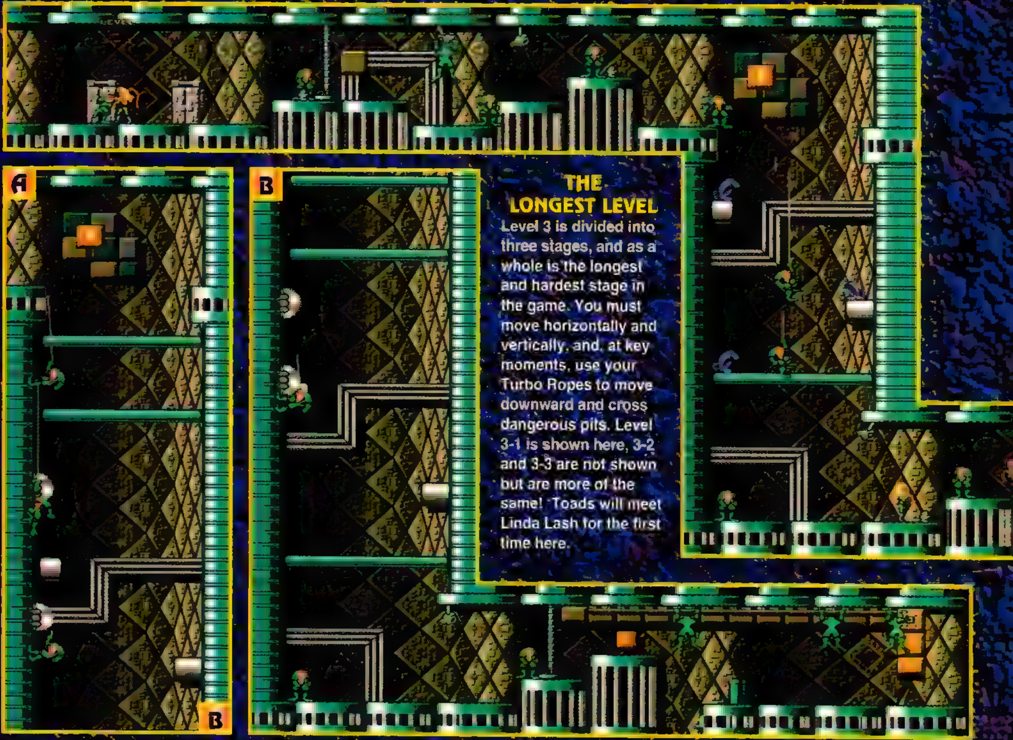
## LEVEL 2: BLAG ALLEY

Old Toad foe, Blag is back! These levels involve running, fighting and Speeder Bike riding. Here you can get the Walker's Leg as a weapon and use it to either pound enemies through the floor, or pick them up and bat them off the screen!



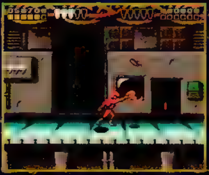



LEVEL 2-2
LEVEL
2 2



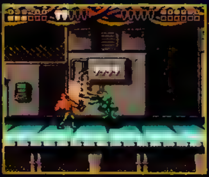
### THE LONGEST LEVEL

Level 3 is divided into three stages, and as a whole is the longest and hardest stage in the game. You must move horizontally and vertically, and, at key moments, use your Turbo Ropes to move downward and cross dangerous pits. Level 3-1 is shown here, 3-2 and 3-3 are not shown but are more of the same! Toads will meet Linda Lash for the first time here.



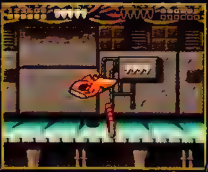
## LEVEL 2-1 & 2-2: THE CORRIDOR

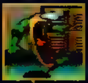
These two, short horizontal levels move first from left to right for Level 2-1 and then from right to left for Level 2-2 (both shown on opposite page). At the end of each of these hallways is a Doorman of Doom! He throws sticks of dynamite at you that will explode quickly. However, you can pick up these items and throw them right back. Just stand over the stick when it lands and press ATTACK. The dynamite will not explode when you hold it, so you have time to carefully aim when you throw it back.



## LEVEL 2-3: DRIVIN'

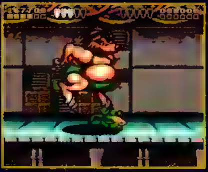
Unlike previous 'Toad bike sequences, this one is slower, and you fight while driving. You can ram opponents from behind or kick them in the face. Also look out for obstacles!

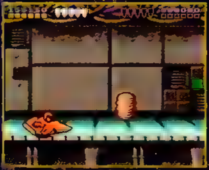


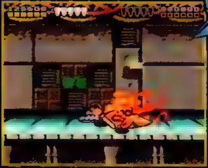


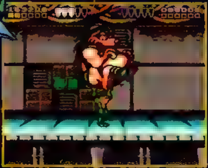
## BOSS 2: BLAG

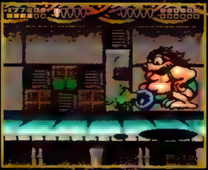
The Rat Pack King is back, and bigger than before! Keep your distance and use dashing attacks. If you can, pick Blag up, throw him, then immediately follow-up with a smash hit!



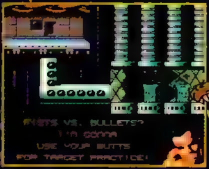




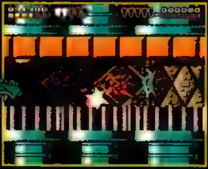




## "FISTS VS. BULLETS?"

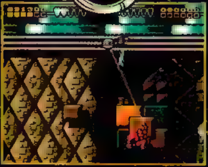


## LEVEL 3: ROPES N' ROPER



### LEVELS 3-1, 3-2 & 3-3:

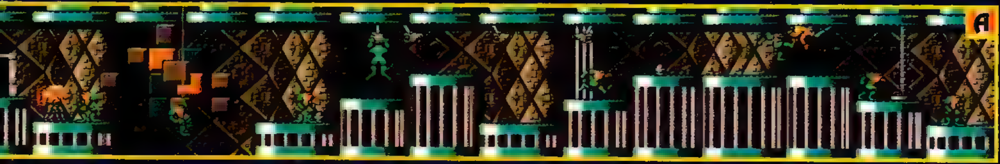
Here you will have to use the Turbo Rope. To use it, stand at the edge of a chasm and press ATTACK: You will do a brief wind-up and throw the rope. Then descend, or in some cases, swing to the other side of the chasm. Do the BT Bashing Ball and Whizzin' Whirlwind moves on the rope by pressing against a wall, then attack!

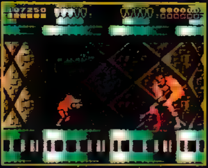


## FACT FILE

### BATTLETOADS & DOUBLE DRAGON

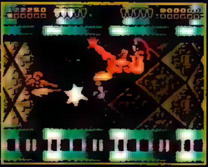
| MANUFACTURER | # OF PLAYERS |
|---|---|
| TRADEWEST | 1 OR 2 |
| DIFFICULTY | AVAILABLE |
| MODERATE | NOW |
| CARTRIDGE SIZE | NUMBER OF LEVELS |
| 8 MEG | 7 |
| THEME | % COMPLETE |
| ACTION/SHOOTER | 100% |

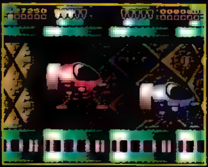




## BOSS 3: ROPER

Roper is the Boss here—and he has a big gun! The key to defeating him is to keep using running attacks (BT Butts and Flying Dragons) to keep him away. However, if he starts pumping his gun, he is getting ready to fire. Duck, wait for him to run out of ammo and keep hitting!





## LEVEL 4: RATSHIP RUMBLE

A shooter level! Press JUMP to thrust and ATTACK to fire your laser. The first part is an asteroid and projectile attack; the next is where you take on the whole Ratship. One weapon you will need to use is the Homing Missile. To use it, press ATTACK and hold it down. A circular crosshair will appear which you can move with the pad. Move the cursor on an object, wait until the word LOCK appears, then let go of the button and you will fire a homing missile.

**THE GOOD**

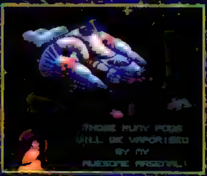
The teaming of the 'Toads and Dragons! The Dark Queen also looks great in the intro!

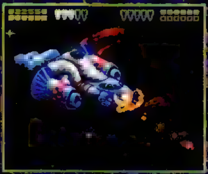
**THE SAD**

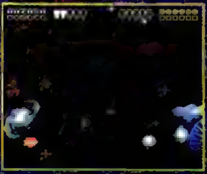
The multiple cheap hits some Bosses inflict. Why no shades on cool 'Toad Rash?

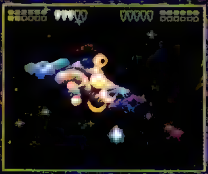
**THE UGLY**

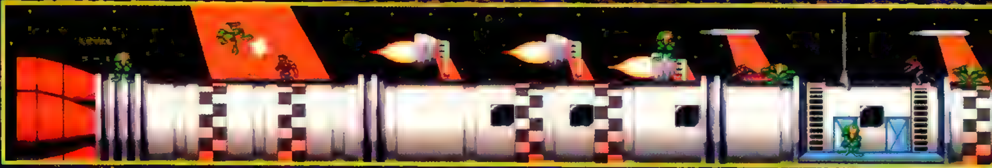
Blag—he's big, ugly and probably smells like the dirty rat he is!

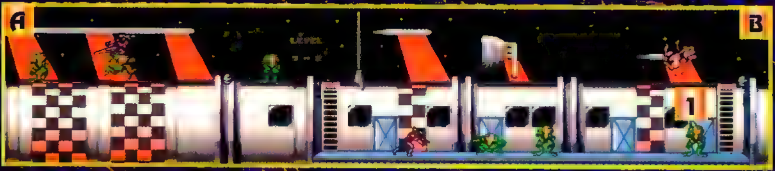








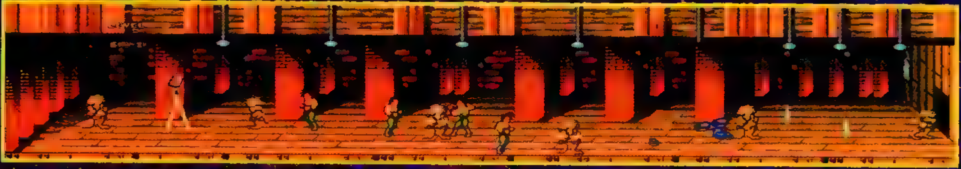


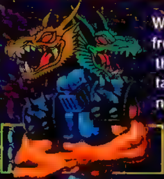


## LAST SLAUGHTER:

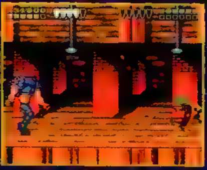
Enter the missile here for the final battle with Slaughter for a total of three fights with him! However, there is still Robo Manus waiting at the front of the ship!

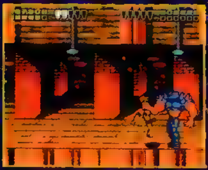
## LEVEL 6: SHADOW BOSS SHOWDOWN





Watch for Guidos and Walkers—they will attack you from both sides of the screen! Don't forget to get the items hidden in the hanging lights—they contain valuable icons—like Health and 1-UPs. You'll need all the help you can get for the Shadow Boss!

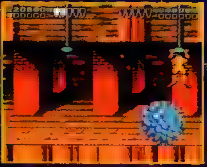


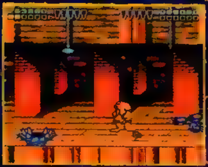


COME AND GET ME IF YOU DARE! I'M WAITING FOR YOU IN THE BASEMENT!

## BOSS 6: SHADOW BOSS

Shadow Boss is very difficult to defeat. First, do not knock down the two last lights—you'll need them to hang from when he turns into a ball. Keep close and exchange blows with him, but when he morphs into a ball, MOVE! Jump up to the lamp and wait for him to change back.

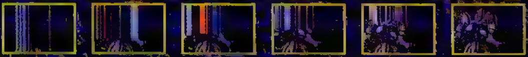


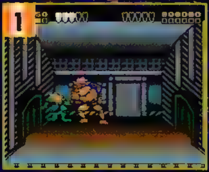


YOU'LL NEVER -BZZT-
GET TO ME IN TIME -FZZT-
THE EARTH IS DOOMED!

## LEVEL 5: MISSILE MAYHEM

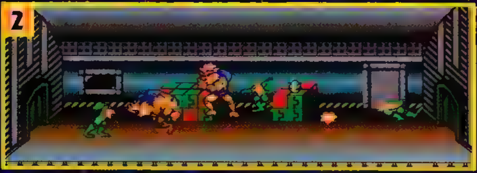
After destroying the Ratship in Level 4-2, it will turn into a giant missile that is speeding toward Earth. You must get to the warhead and diffuse the missile. Watch out for the Afterburners—one touch takes a life. Several enemies will try to stop you here, from Scuzz to Guido!

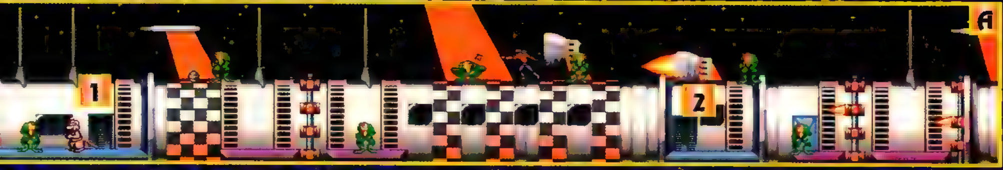


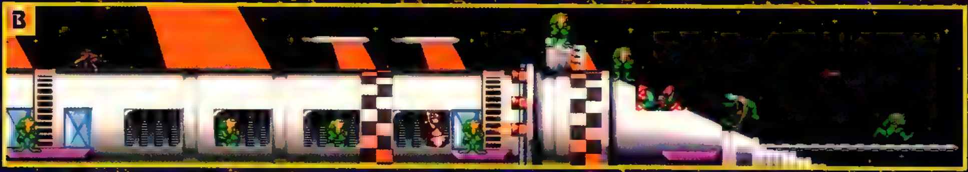


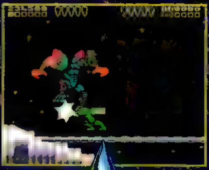
## SGT. SLAUGHTER:

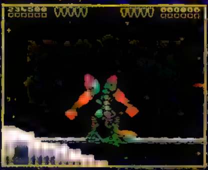
Doors will open on the side of the missile (1 & 2) and you must fight Sgt. Slaughter. The easiest way to beat him is to stay close and keep hitting him. Don't give him distance—he has a dashing headbutt that inflicts much harm!





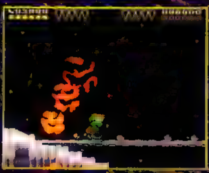




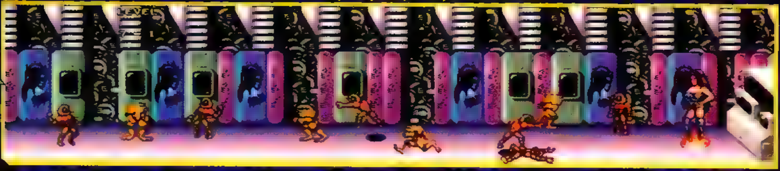


## BOSS 5: ROBO MANUS

The 'Toad foe lives! Manus has two attack methods: It can jump on you, or it can fire deadly laser bolts. The only way to defeat it is to keep punching it up in the air and not give it a chance to land. Of course, you will run the risk of it jumping on *you*, but time it so it never has the chance!



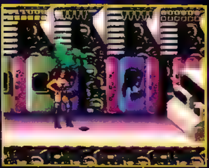
## LEVEL 7: THE FINAL SHOWDOWN



SO WE MEET AT LAST!
YOU MAY HAVE BEATEN
THAT MASKED MORON.
BUT I'LL CRUSH YOU!

## BOSS 7: THE EVIL DARK QUEEN

After a brief horizontal run, the Dark Queen will make her entrance. She has no pattern of attack, so the real only hope you have are the Items that pop out of the computer to the right—they will contain health items and even 1-UPs. These ought to be enough to keep you going, if not...



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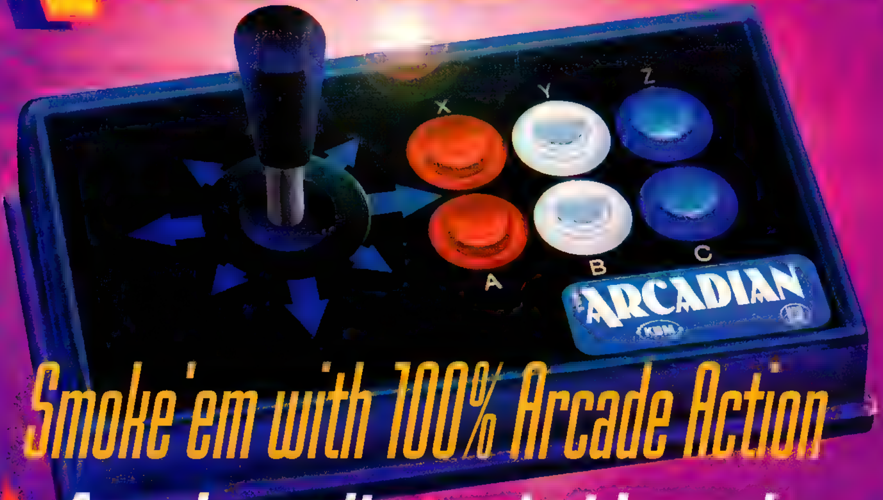

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USA

# TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

## FACT FILE

**TMNT: TOURNAMENT FIGHTERS**

| MANUFACTURER | # OF PLAYERS |
|---|---|
| KONAMI | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | DECEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 16 MEG | N/A |
| **THEME** | **% COMPLETE** |
| FIGHTING | 95% |

**THE GOOD**

An excellent fighting game—even for people who don't like them too much!

**THE BAD**

This game needs another final Boss. The one it has just isn't enough for me!

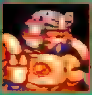
**THE UGLY**

Wingnut and his blood sucking move! Totally gross me out dudes, for sure!

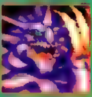
The Teenage Mutant Ninja Turtles are busting out of the side-scrolling game arena and into the world of one-on-one combat! Choose from 10 fighters, each with his or her own different moves! There is also an Ultimate Finishing Move that can be performed when the green meter (below your life meter) is full. There are three games to choose from: a Story Mode, a Tournament Mode and a VS. Mode! There is also a Watch Mode where you pick the fighters, and the computer lets them fight to the finish. Let's kick shell!

## PICK YOUR FIGHTER FOR THE TOURNAMENT:

**CHROME DOME**



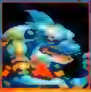
**WAR**

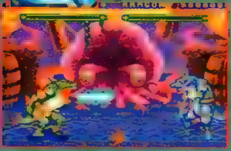


There are a total of 10 fighters you can play as in Tournament Fighters! Armaggon, Aska, Wingnut, Cyber Shredder and the two pictured here (Chrome Dome and War)! These are the non-Turtle fighters; yet each has several special moves and his or her own Finishing Move! A few of these are shown below. However, in Story Mode you cannot play as any of these six fighters.

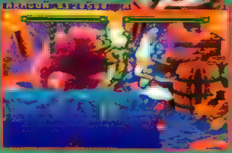
### ARMAGGON:

A tough warrior from the future who wants to conquer Earth!





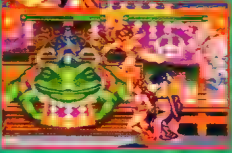
**AQUA SHOCK:**
A deadly sonic fireball



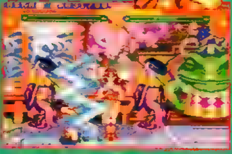
**FINISHING MOVE:**
Tidal Wave

### ASKA:

Aska is a master of Ninjutsu and wants her own dojo.



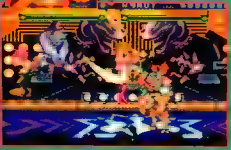
**SPINNING UPPERCUT:**
Deadly uppercut



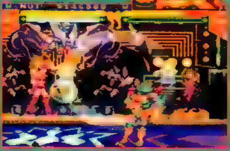
**FINISHING MOVE:**
Tornado Attack

### WINGNUT:

A giddy critter from Dexlon V, he entered the Tournament for fun.



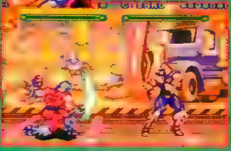
**MOONBUSTER:**
A projectile in the air



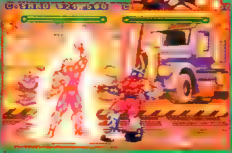
**FINISHING MOVE:**
Mad Spectre

### CYBER SHREDDER:

The Evil One is back to regain control of New York City.

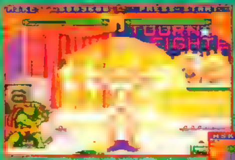


**AURA:**
Deflect projectile attacks

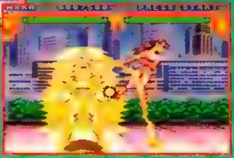


**FINISHING MOVE:**
Lightning Crusher

## BOSSES

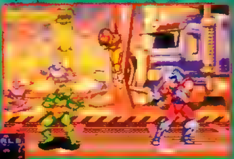


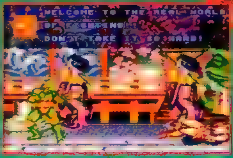
**RATKING:** The first Boss is Ratking, whose whole body is a weapon! You will fight him in Studio 6!



**KARAI:** The final Boss is Karai whose powers defy description! You will fight her on the top of a train!

## STORY MODE

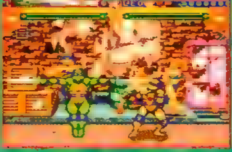



WELCOME TO THE REAL WORLD OF [illegible]
DON'T TAKE IT SO HARD!

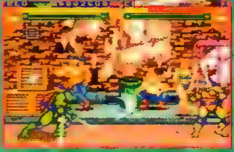
**RESCUE:** In the Story Mode, you can only play as one of the Turtles! With limited continues, you must defeat enemies and find clues as to the whereabouts of April and your martial arts master, Splinter! Some fighters will surprise you!

### LEONARDO:

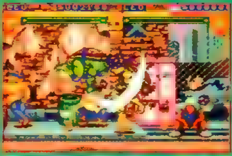
Simply wants to be the king of the Tournament Fighters.



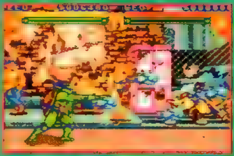
**ENDLESS SCREW:**
Twirling attack blades



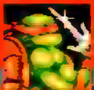
**SHINING CUTTER:**
Send out a curved shock wave



**ROTO CUTTER:**
Swinging sword air spin

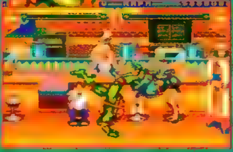


**FINISHING MOVE:**
Millennium Wave

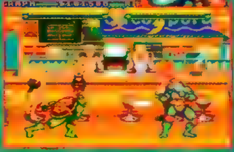


### RAPHAEL:

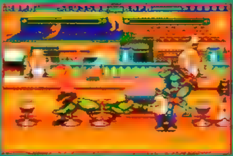
Hopes to win money so he can buy gifts for all his friends.



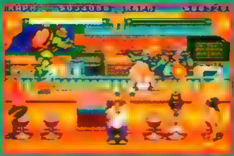
**CHEST BUSTER:**
Quickly roll forward and kick



**JAMBOREE:**
Throw a disc-shaped blast



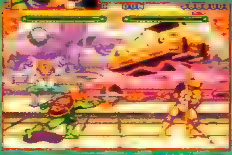
**POWER DRILL:**
Spinning Sai thrust attack



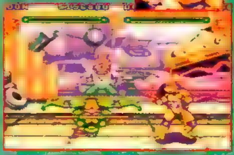
**FINISHING MOVE:**
Energy Spray

### DONATELLO:

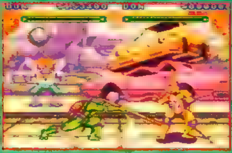
Entered the Tournament to win money to finish his invention.



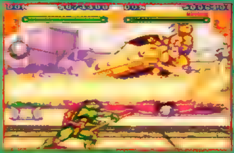
**BO THRUST:**
Attack while thrusting



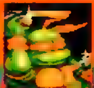
**HEADSPIN ATTACK**
Upside-down scissor kick



**GROUND CLAW:**
Unleash a ripping claw

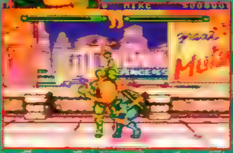


**FINISHING MOVE:**
Fire Dragon

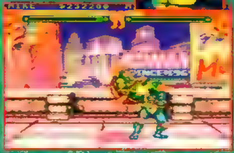


### MICHAELANGELO:

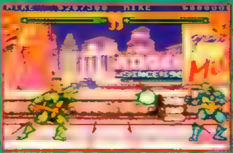
Wants the Tournament prize money so he can take a vacation.



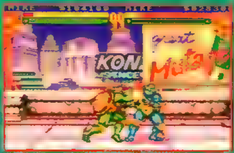
**RISING THUNDER:**
Deadly Nunchaku uppercut



**DYNAMITE BOMBER:**
Roll into a ball and attack

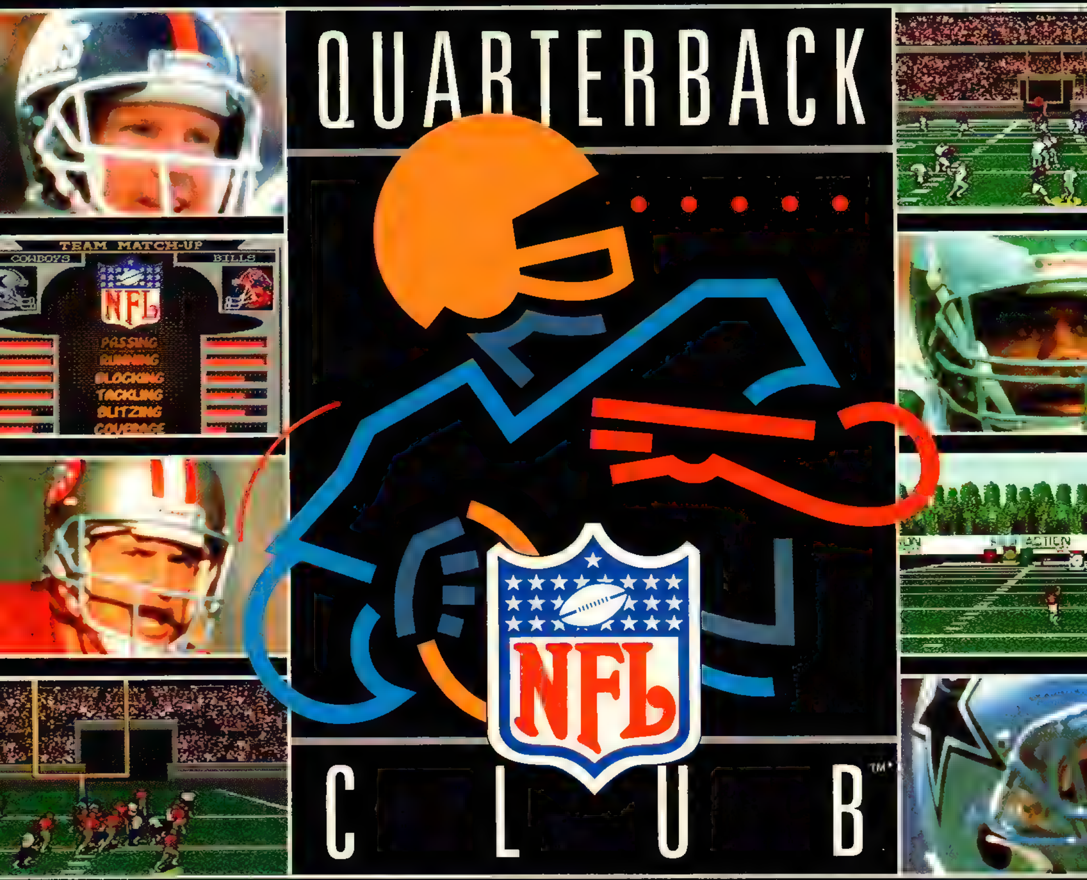


**DRAGON BREATH:**
Shoot energy ball from mouth



**FINISHING MOVE:**
Dance of Fury

# THE ONLY WAY TO



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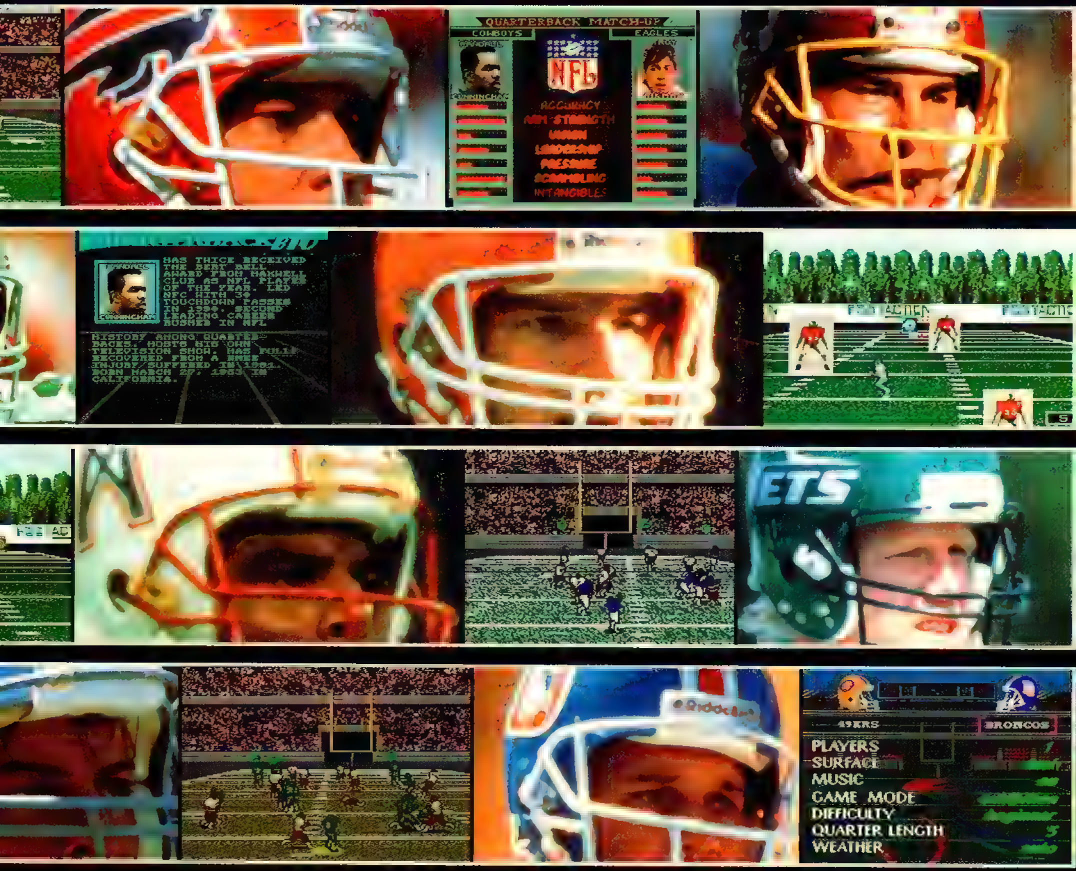

QUARTERBACK MATCH-UP

COWBOYS

EAGLES

ACCURACY

ARM STRENGTH

VISION

LEADERSHIP

PRESSURE

SCRAMBLING

INTANGIBLES

BIO

RANDALL CUNNINGHAM

HAS TWICE RECEIVED THE BERT BELL AWARD FROM MAXWELL CLUB AS NFL PLAYER OF THE YEAR. LED NFC WITH 30 TOUCHDOWN PASSES IN 1990. SECOND LEADING CAREER RUSHER IN NFL HISTORY AMONG QUARTERBACKS. HOSTS HIS OWN TELEVISION SHOW. HAS FULLY RECOVERED FROM A KNEE INJURY SUFFERED IN 1991. BORN MARCH 27, 1963 IN CALIFORNIA.

49ERS

BRONCOS

PLAYERS

SURFACE

MUSIC

GAME MODE

DIFFICULTY

QUARTER LENGTH 5

WEATHER

# THE EYES OF THE NFL'S BEST!

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- Trade quarterbacks... and see who's really #1!

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BUGS BUNNY
IN
BUGS BUNNY
IN

# BUGS BUNNY RABBIT RAMPAGE™

What's up, Doc! Sunsoft sure is taking pride in their Looney Tunes lineup. This game is an example of why they do!

Bugs is being pursued by an evil animator who wants him out of the picture! He has to go up against all his previous adventures so he can find all the characters who want him...er...erased. Filled with great animation and plenty of expected Bugs Bunny gags, this one recaptures his history perfectly!

**THE GOOD**

Just take a look at this game and you'll know what's good about this title! It's just like a cartoon!

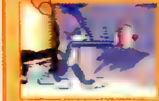
**THE BAD**

Even though the Bosses are big and really hysterical—they have easy patterns to defeat them.

**THE UGLY**

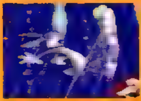
The aftermath of each special weapon that Bugs can use! They're totally hysterical!

## A Rabbit That Is Full Of Clever Antics!



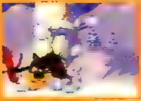
**Pie ker-splatz**

A basic 'toon combat—a simple edible projectile that makes a cool splat sound!



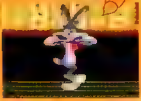
**Super kick**

This super fast and far-reaching punt will send your enemies cowering away!



**Spinning Lariat**

And you thought only Russians who wrestle bears can do this move! Not anymore!

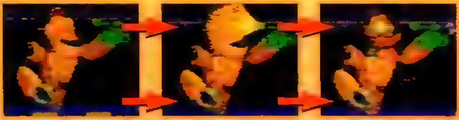


**Other animations**

One minute Bugs will make faces at you, and the other minute he's eating a carrot! Cool!

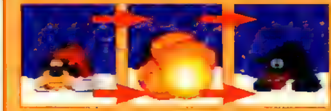
**Special Weapons**

There are several unique weapons that have typical 'toon results!



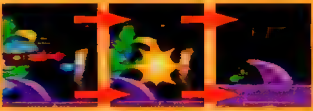
## A Whole Cache of Hare-Brained Weapons for Bugs!

**Dynamite Doggie Bone!**



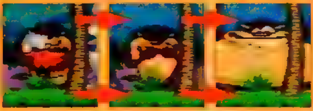
Just like the cartoons, pull a fast-one on the dog with the exploding bone!

**Laser Reflecting Mirrors!**



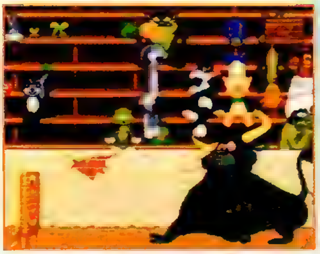
Reverse the bad guy's laser with this trick! If it works in a cartoon, it'll work here.

**Blasting Fake Turkey Meal!**



Taz will get really bad gas once he eats this fake exploding turkey!

## Fight with El-Toro!



Time to go up against El-Toro! This classic skit is done with the same Spanish-style music and all too familiar animations!

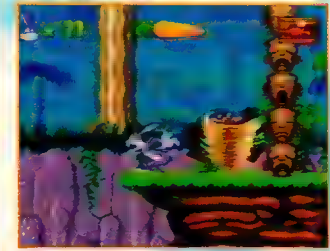
RABBIT RAMPAGE
PA

## FACT FILE

### BUGS BUNNY RABBIT RAMPAGE

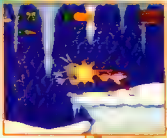
| MANUFACTURER | # OF PLAYERS |
|---|---|
| SUNSOFT | 1 |
| DIFFICULTY | AVAILABLE |
| MODERATE | 1st Qtr. '94 |
| CARTRIDGE SIZE | NUMBER OF LEVELS |
| 12 MEG | 10 |
| THEME | % COMPLETE |
| ACTION | 80% |

## Battle it out with Taz!



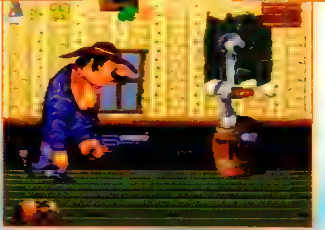
Have Taz follow you to the edge of the cliff and watch his expression as he falls. It's even better to give him a fake turkey meal!

Looney Tunes, characters, names and all indicia are trademarks of Warner Bros. © 1993.



## Level 1 and 2

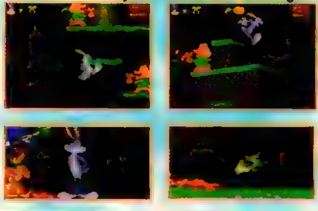
Snow glaciers with Elmer Fudd's dogs and a western Scenario.

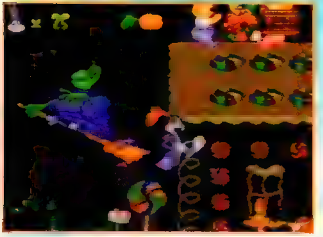


Remember this guy? His bullets have a mind of their own and try to attack you.

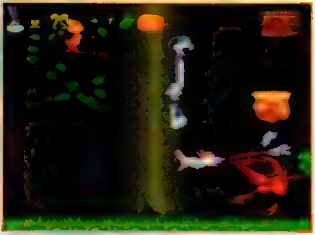
## Grimm Brother Parodies!

The three little pigs will attack you and the witch will turn you into the famous frog!

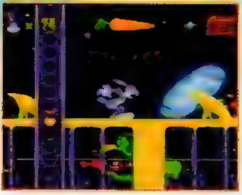


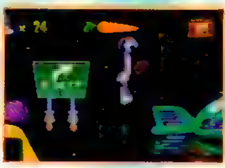


Hansel and Grettel will stuff their faces with candy as the witch attacks!



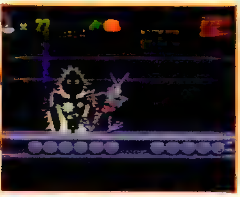
Who's afraid of the Big Bad Wolf? He sucks in air and blows you over!

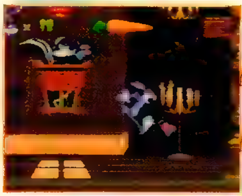




Enter the wacky futuristic spaceway! Here, instant martians will attack you with shrinking rays and walking bombs will blast you off the ships!

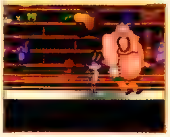
You are here!

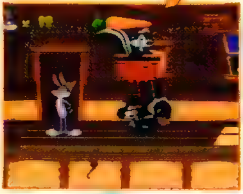




## More Levels, More Mania!

There is a toy factory, a boxing ring (the boxer treats you like a toy) and a haunted house that puts you against black cats.





12
DEKE YOUR

*NHL® '94 is Gilmour deking by Belfour. A MacInnis blast from the point. Robitaille crushing a one-timer. Moog smothering the puck with a double pad stack. Lindros enforcing with a perfect board check. Yzerman going back door.*

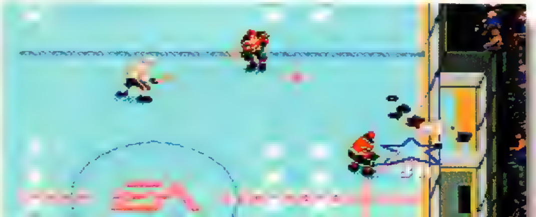
'94 GAME HIGHLIGHTS

- EVERY NHL TEAM
- EVERY NHL PLAYER
- EVERY NHL LOGO
- PENALTY SHOTS
- ONE-TIMERS
- GOALIE CONTROL
- 4-PLAYER ACTION
- 50+ ORGAN TUNES

NHL
EA SPORTS
PLAYER CARDS
Anaheim
Mighty Ducks

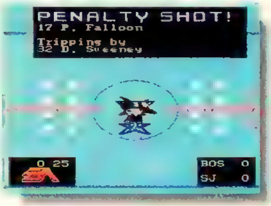
*You get the new NHL expansion teams: the Mighty Ducks of Anaheim and the Florida Panthers. Plus digitized player images for every NHL starter.*

*New animations really deliver the impact when Chelios bench checks Neely*



*It's the hottest, fastest, most realistic hockey action ever. Penalty killing. Wrap around shots. Control of goalie moves. Plus 4 Way Play™ for tournament raging. Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And deke your brains out.*

TOURNAMENT 4 WAY PLAY SERIES



PENALTY SHOT!
17 P. Falloon
Tripping by
32 D. Sweeney

0 25

BOS 0
SJ 0

*Now you can go one-on-one with the goalie if you're tripped up on a breakaway. The pressure's on, the crowd's going nuts. Do you have what it takes to make the siren wail?*

EA SPORTS PRESENTS
NHL '94
NHLPA
SEGA
GA

EA SPORTS
NHL '94

*Coming soon on Super NES.®*

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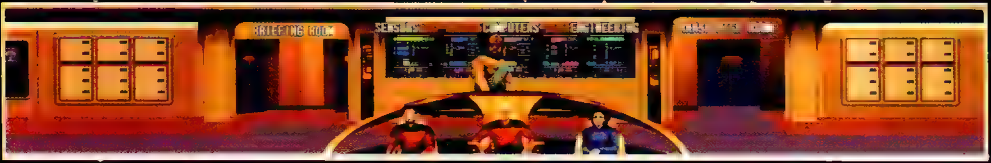
EA SPORTS™

*If it's in the game, it's in the game.™*

SNEAK PREVIEW
I am not a Merry Man!
Expendable Ensigns Included!

# STAR TREK THE NEXT GENERATION™



### THE GOOD

Throw away all the other versions. This cart is the best! Capt. Picard would be proud of this one!

### THE BAD

Some of the planet action levels are quite difficult to solve and could be troublesome for younger players.

### THE UGLY

Cool! There's a whole roster of expendable ensigns to have on your away team as well as the regulars!

Spectrum Holobyte is boldly going where everyone has gone before—the Super NES, with Star Trek: The Next Generation! You control the Starship Enterprise on several missions that are assigned by the Federation and accidentally stumbled on by yourself. Interact with other races in space from the vast instrumentation onboard, or beam down to a planet's surface or into a space vessel to deal with intergalactic problems and solve interplanetary disputes. There are plenty of digitized pictures from the television series, intermissions and other neat touches that will make you say "Engage!"

STAR TREK THE NEXT GENERATION
PUSH START BUTTON

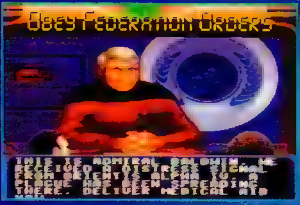
## FACT FILE

**STAR TREK THE NEXT GENERATION**

| MANUFACTURER | # OF PLAYERS |
|---|---|
| SPECTRUM HOLOBYTE | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | MARCH |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 16 MEG | 8 |
| **THEME** | **% COMPLETE** |
| ACT. ADV | 90% |

## STARFLEET RECORDS 01529 - THE RESPONSIBILITIES OF A STARFLEET OFFICER

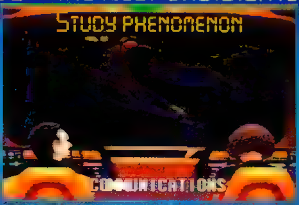
### OBEY FEDERATION ORDERS



THIS IS ADMIRAL BALDWIN. WE RECEIVED A DISTRESS SIGNAL FROM ORIENTIS ALPHA IV. A PLAGUE HAS BEEN SPREADING THERE. DELIVER MEDICAL AID.

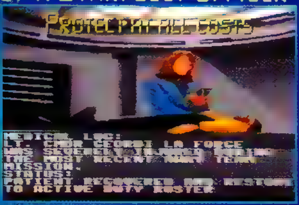
Starfleet will give you orders and will enforce that you follow them strictly.

### STUDY PHENOMENON



Should something odd come your way take a closer look for more info.

### PROTECT ALL CREW

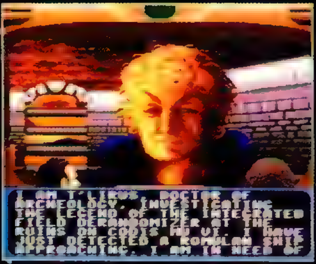


MEDICAL LOG:
LT. CMDR GEORDI LA FORGE WAS SEVERELY INJURED DURING THE MOST RECENT AWAY TEAM MISSION.
STATUS:
PATIENT RECOVERED AND RESTORED TO ACTIVE DUTY ROSTER

Make sure that your crew members don't suffer any major injuries or death!

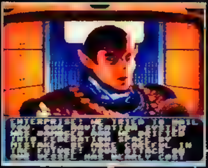
TM, ® & © 1993 Paramount Pictures. All Rights Reserved. STAR TREK is a registered trademark of Paramount Pictures.

## RESEARCH TEAM RESCUE!

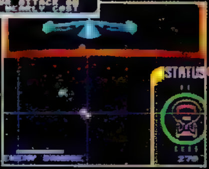


I AM T'LIRUS, DOCTOR OF ARCHEOLOGY, INVESTIGATING THE LEGEND OF THE INTEGRATED FIELD DERANDOMIZER AT THE RUINS ON CODIS MU VI. I HAVE JUST DETECTED A ROMULAN SHIP APPROACHING. I AM IN NEED OF

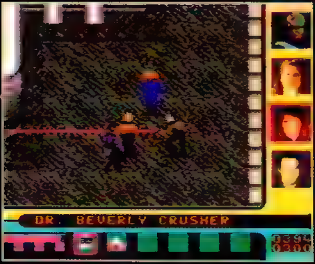
T'Lirus will ask you for help due to constant threats of Romulan action.

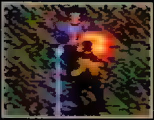


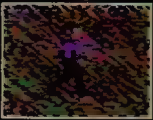
Is he lying or telling the truth? Go to the planet or take on the Romulans in space!

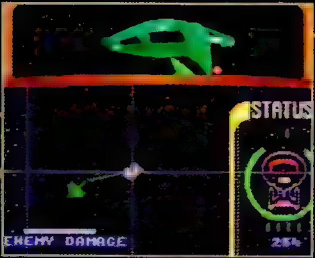


The battles are fast. Split to a main view and a tactical view of the action!

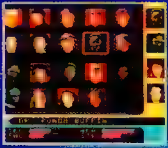

DR. BEVERLY CRUSHER





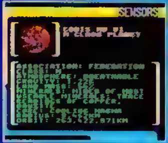

STATUS
ENEMY DAMAGE
254

## KNOW YOUR ABILITIES!



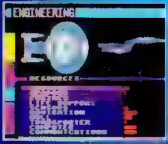
### AWAY TEAM

Choose your away team members and beam down to the planet's surface.



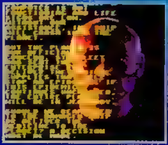
### SENSORS

Sensors and other items help you identify and evaluate alien environments.


ENGINEERING
RESOURCES

### ENGINEERING

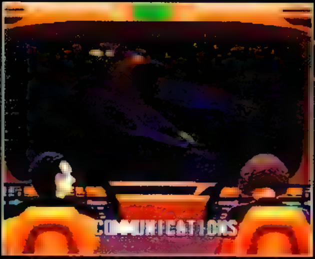
When damage is done to your vessel, you can have Engineering work on it.



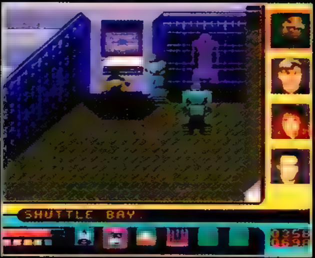
### BRIEFING ROOM

Get advice from Captain Picard when you are in desperate need of help.

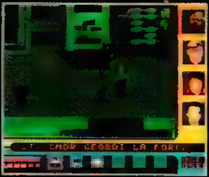
## UNIDENTIFIED CRAFT!


COMMUNICATIONS

On a medical emergency, you stumble across a derelict vessel without power.

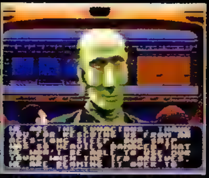

SHUTTLE BAY

Assembling the computer is a real hassle with auto defense droids attacking you!

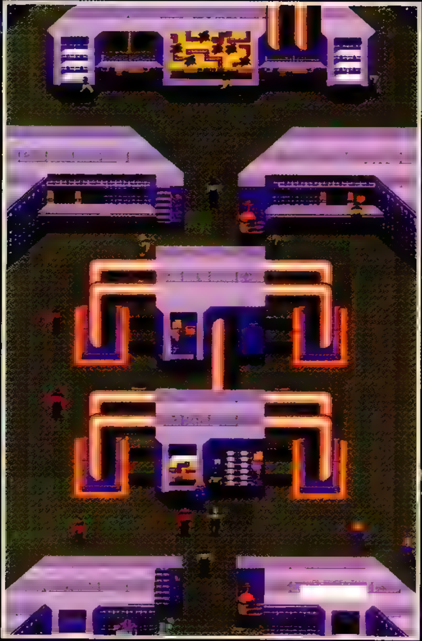

LT. CMDR GEORDI LA FORGE

The lights will be out, but Jordi can see infrared!

MAIN POWER REPAIRED



The inhabitants will wake from cryo and thank you.



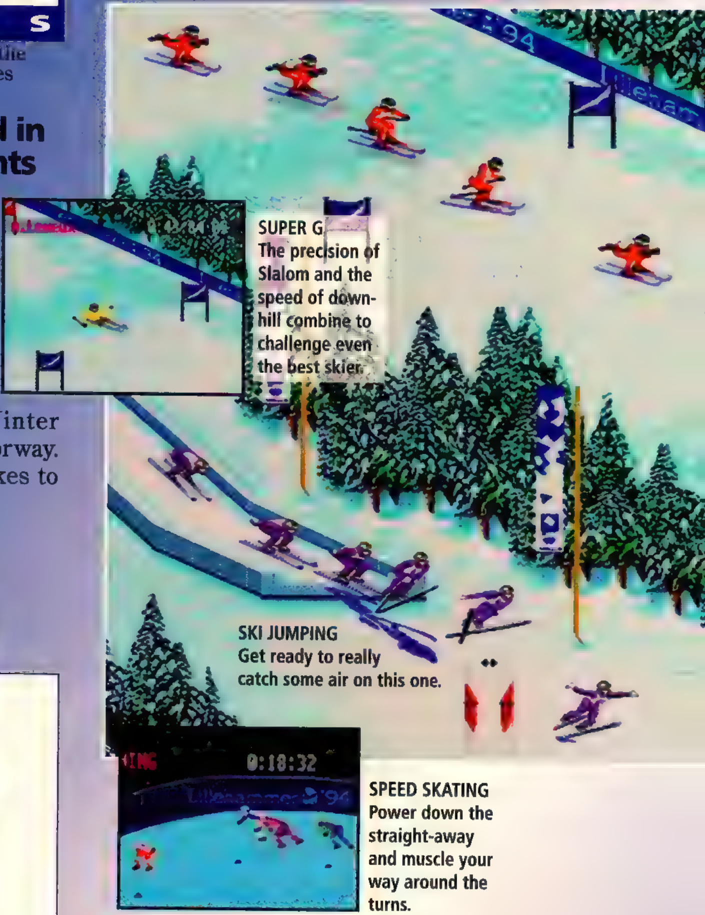
# Go For The

WINTER OLYMPIC GAMES

Official Licensed Product of the
1994 Olympic Winter Games

## Take on the World in Ten Olympic Events

This is the one you've been waiting for. Challenge Olympic Athletes or go head to head against up to three of your friends in ten different Olympic events. Compete on courses identical to those being used for the 1994 Olympic Winter Games in Lillehammer, Norway. Think you have what it takes to bring home the Gold?



**SUPER G**
The precision of Slalom and the speed of downhill combine to challenge even the best skier.

**SKI JUMPING**
Get ready to really catch some air on this one.

**SPEED SKATING**
Power down the straight-away and muscle your way around the turns.

Lillehammer '94

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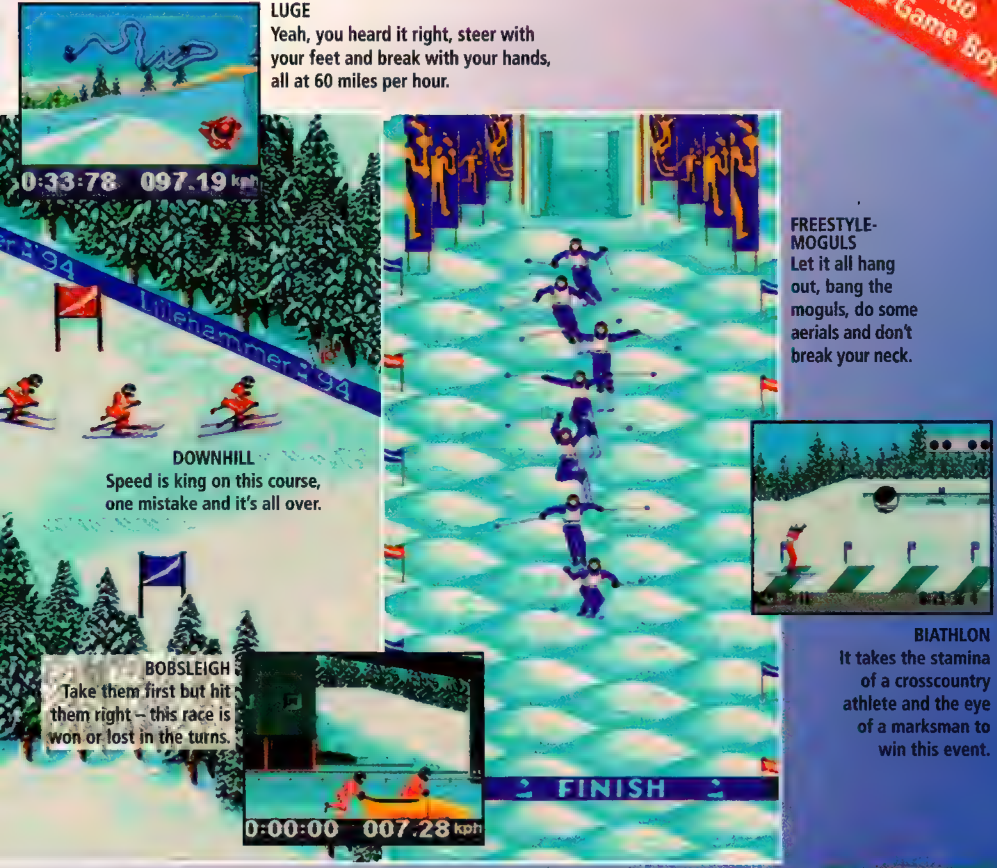
# Gold!

Available for Sega™ Genesis™, Game Gear™, Super Nintendo Entertainment System®, and Game Boy®.


0:33:78 097.19 kph
Lillehammer '94
FINISH
0:00:00 007.28 kph

**LUGE**
Yeah, you heard it right, steer with your feet and break with your hands, all at 60 miles per hour.

**FREESTYLE-MOGULS**
Let it all hang out, bang the moguls, do some aerials and don't break your neck.

**DOWNHILL**
Speed is king on this course, one mistake and it's all over.

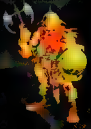
**BIATHLON**
It takes the stamina of a crosscountry athlete and the eye of a marksman to win this event.

**BOBSLEIGH**
Take them first but hit them right – this race is won or lost in the turns.

GAME BOY
U.S. GOLD
WINTER OLYMPIC GAMES
Lillehammer 94
SUPER NINTENDO
GEAR
SEGA
GENESIS

# THE NOBLE CHARACTERS

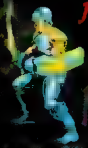
## CHOOSE ONE, FOR THE JOURNEY AWAITS!



**DWARF**

### Olvan

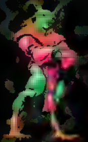
An aging dwarf who wants the Runes to get his youth back. Good offense...

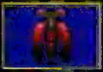


**FIGHTER**

### Kamil

A noble warrior who just wants adventure. An all-around average guy.

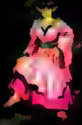




**DEMON**

### Cejes

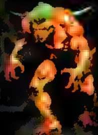
A warlike demon who wants the Runes for the ultimate power. A ruthless killer.



**ELF**

### Esuna

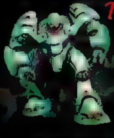
A young elf lass who wants to prove she can take care of herself.



**ALIEN**

### Wilme

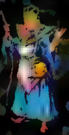
Wilme is an alien who wants to show that he is better than the others.

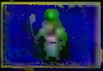


**TETUJIN**

### Lux

A tetujin who wants to find out why he was created and by who...





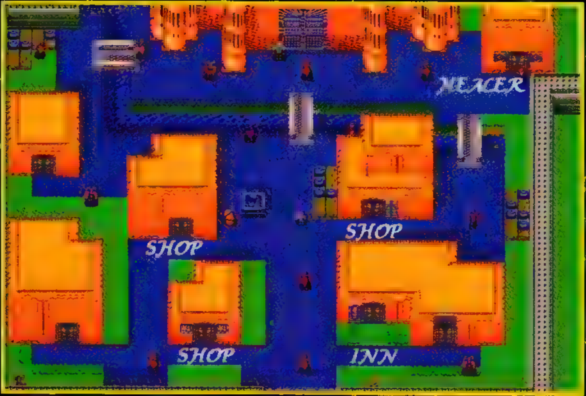
**MONK**

### Valsu

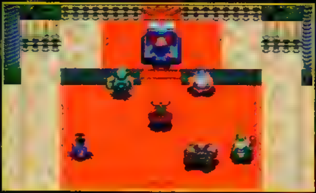
A monk who wishes to use the Runes to expel evil from the world.

Prepare yourself for a journey across Ticondera, a land filled with danger. The King has assigned you and six other warriors to acquire the seven Sacred Runes, so that all evil will be vanquished from the land. Whoever holds all seven Runes will be all-powerful. Unlike most RPGs, depending upon who you are, the people around you will react to you differently. Also, the other six will possibly help you, or they may challenge you to combat. It's a careful gambit, where the slightest error can bring death.

The Seventh Saga is a great RPG that can be played over and over again. The land is rich in secrets, and it takes time to find them. Are you ready for the grand adventure of Seventh Saga?



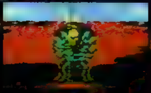
**TOWN OF LESUNE**



**THE KING'S ORDERS**

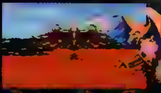
The seven warriors assemble in the king's hall. Each is given the mission to acquire the seven Runes. They are then left to their devices. No matter who you are, try to equip yourself as quickly as possible.

Then you must set out to the town of Rablesk. During your first leg of the adventure, you will be attacked by vicious Hermit crabs, Wyverns and the occasional Demon. To fight back, it is often better to choose "Defend" as your first move, then your second attack will most likely kill the enemy!



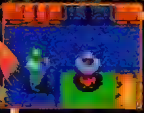
**CRAB**

20 Hit Points
26 EXP / 12 Gold



**WYVERN**

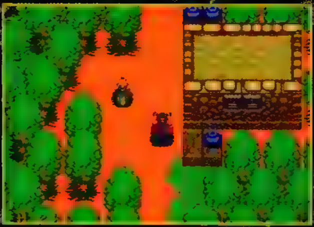
29 Hit Points
33 EXP / 15 Gold



**EGM TIP #010**

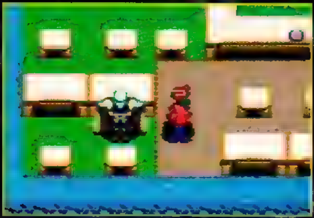
When you acquire the Wind Rune, teleport back to Lesune and talk to the lady pictured above for a free Potion1. You can get it over and over!

# The 7th Saga

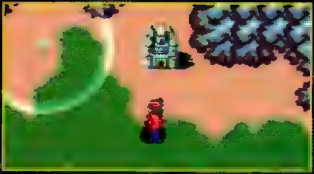


## RABLESK

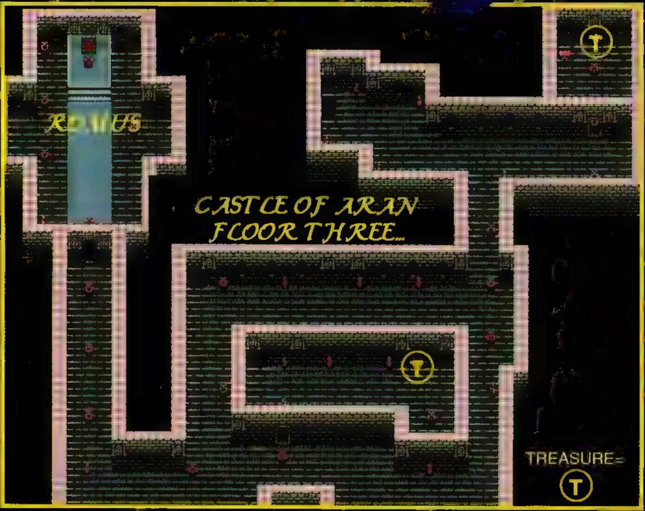
Once you've made your way to Rablesk, rest up, and then check out the tavern. A guy named Gain will make you an offer. He can get you something special if you do what he says. Everyone in town is upset, because the Key of Earth is lost in the Castle of Aran. It is also haunted by a vicious ghost called Romus. Travel to the west to get to the castle...



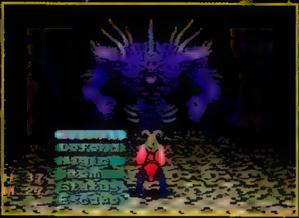
Gain will give you a magic map if you get the key. It's helpful!



## CASTLE OF ARAN



Romus is quite deadly, and his story is very tragic. Try stocking up on healing potions and alternate hitting and healing. After he's gone, try to explore the castle, because all the enemies should be gone. After this, go back to town, and head out for the cave to the south. From here, you're on your own. Good Luck!



## ROMUS

### THE GOOD

The music and graphics are well done, but I especially like the way your opponents react to you.

### THE BAD

The opponents, especially in the part where you are cursed. The insults tend to be really cheap!

### THE UGLY

Talk about a bad complexion, one look at Wilme's ugly mug and you'll lose your lunch. Aaaaaaargh!

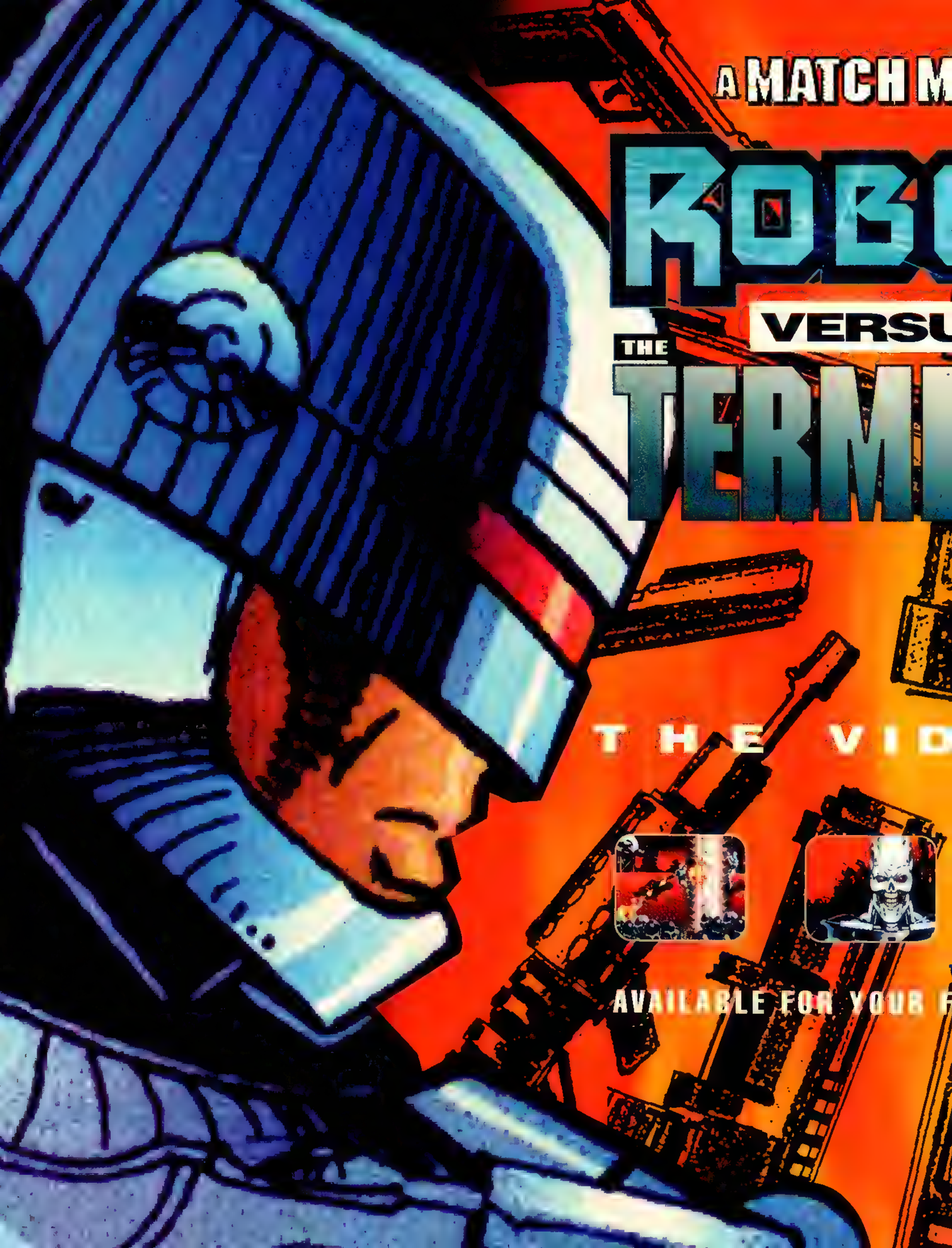
### EGM TIP #011

If you find a Power Seed or an Agility Seed, immediately save the game. Keep trying for the maximum 4 points. Hit reset and try again if you don't.

### FACT FILE

#### THE 7th SAGA

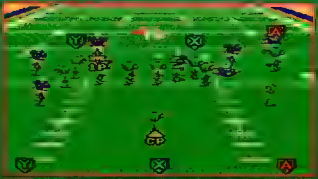
| MANUFACTURER | # OF PLAYERS |
|---|---|
| ENIX | 1 |
| DIFFICULTY | AVAILABLE |
| HARD | NOW |
| CARTRIDGE SIZE | NUMBER OF LEVELS |
| 12 MEG | N/A |
| THEME | % COMPLETE |
| RPG | 100% |


A MATCH M
ROBO
VERSU
THE
TERM
THE VID
AVAILABLE FOR YOUR F

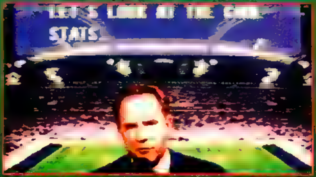
ADE IN HELL
OCOP
S
NATOR
EO GAME
VORITE GAME SYSTEM
ROBOCOP TM [illegible] Orion Pictures
All rights re[illegible] designates a trademark of Orion
THE TERMINATOR™ TM [illegible] Cinema '84. A Greenberg
reserved. TM designates [illegible] mark of Cinema '84.
Sublicensed by Bethesda Softworks. Game
Ltd.
GAMES

# MONDAY abc NIGHT FOOTBALL

If you have ever wanted to be a part of Monday Night football on TV, then get ready for Data East's ABC Monday Night Football. That's right sports fans, you can now enjoy ABC Monday Night Football any night of the week. The hard-hitting graphics and play-by-play sound brings every grunt and groan of the game to life. You get all 28 teams and a massive pro-designed play book, which you can change around to your liking. Another great feature is the power play feature. Zoom in tight on the action and still be a part of the game play, or review it all on instant replay. Frank Gifford calls every down and gives half time stats to show you how well you are doing in the game. So catch all the bone-crushing fast action you see on ABC's Monday Night Football anytime.

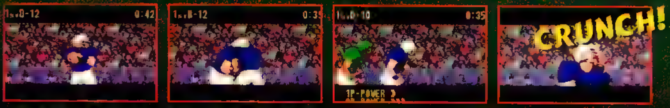


This is the main perspective of the field, which scales vertically.

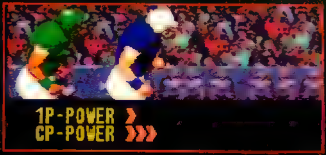

LET'S LOOK AT THE GAME
STATS

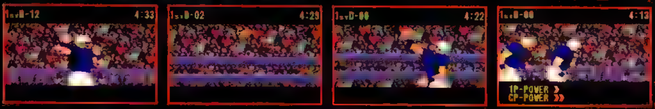
The voices of the game and announcer is none other than Frank Gifford.

## Power Play Mode!


1st D-12 0:42
1st D-12 0:35
1st D-10 0:35
1P-POWER
CRUNCH!

We have all seen great cinema scenes in a football game before, but what is so great about this football game is that the cinema scenes are interactive. You can actually be a part of this fast action. Just press left or right on the controller when picking a play to enter the cinema game scenes.


1P-POWER
CP-POWER

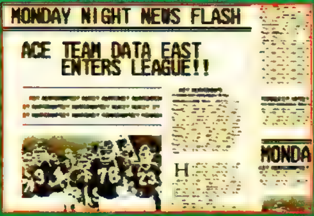

1st D-12 4:33
1st D-02 4:29
1st D-00 4:22
1st D-00 4:13
1P-POWER
CP-POWER

© 1993 DATA EAST CORPORATION
MONDAY abc NIGHT FOOTBALL
LICENSED BY NINTENDO

### FACT FILE
### MONDAY NIGHT FOOTBALL

| | |
|---|---|
| MANUFACTURER | # OF PLAYERS |
| DATA EAST | 1 OR 2 |
| DIFFICULTY | AVAILABLE |
| MODERATE | DECEMBER |
| CARTRIDGE SIZE | NUMBER OF LEVELS |
| 8 MEG | N/A |
| THEME | % COMPLETE |
| SPORTS | 100% |

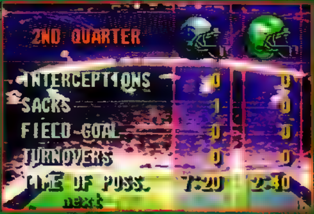
# Lots of Playing Options!



MONDAY NIGHT NEWS FLASH

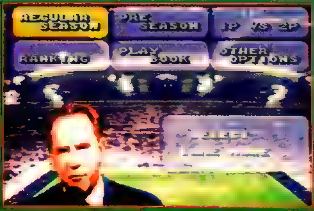
ACE TEAM DATA EAST
ENTERS LEAGUE!!

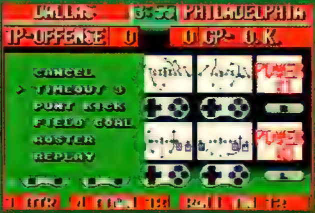
There are a ton of options and game stats packed into this game that will keep you playing for hours. For instance, you can change the offense and defense plays around to your liking. Besides the 28 teams that are already in the game, you can customize your own by renaming the players to team data. You can also change their offense and defense abilities, making your team more powerful and balanced.



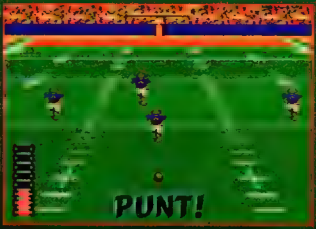
2ND QUARTER

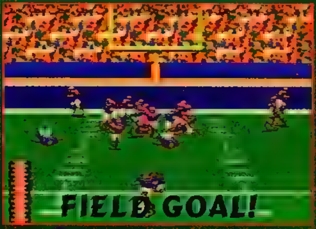
| | | |
|---|---|---|
| INTERCEPTIONS | 0 | 0 |
| SACKS | 1 | 0 |
| FIELD GOAL | 0 | 0 |
| TURNOVERS | 0 | 0 |
| TIME OF POSS. | 7:20 | 2:40 |

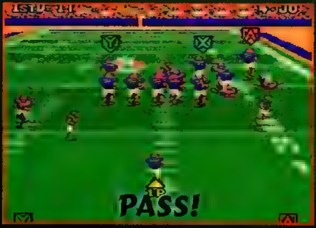

REGULAR SEASON
PRE SEASON
1P VS 2P
RANKING
PLAY BOOK
OTHER OPTIONS

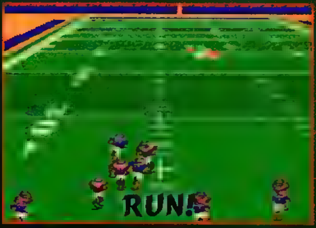

DALLAS
PHILADELPHIA
1P-OFFENSE 0
0 CP- O.K.
CANCEL
TIMEOUT 3
PUNT KICK
FIELD GOAL
ROSTER
REPLAY

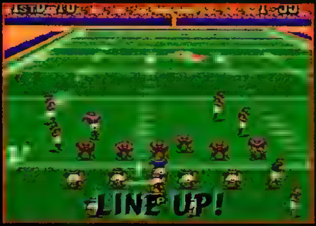
# Play Mode!

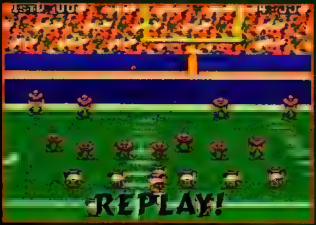












### THE GOOD

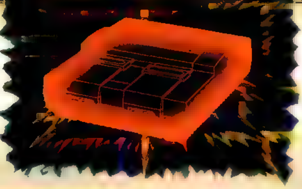
The cinema scenes are interactive, so you can play a part in them.

### THE BAD

The game plays a little slow plus the rotation and scaling is a bit choppy.

### THE UGLY

The over dramatic tackles look more like the player gets hit by a bus than another player.



HUMAN
GRAND PRIX

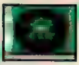
## FACT FILE

### F1 POLE POSITION

| | | | |
|---|---|---|---|
| MANUFACTURER | UBI SOFT | # OF PLAYERS | 1 OR 2 |
| DIFFICULTY | MODERATE | AVAILABLE | DECEMBER |
| CARTRIDGE SIZE | 8 MEG | NUMBER OF LEVELS | N/A |
| THEME | RACING | % COMPLETE | 100% |

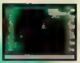
## PICK CAREFULLY!

### STEERING



This is how fast your car will take a turn. The lower the number, the faster.

### TIRES



The harder the tire, the longer it will last, but it has less grip on the road.

### GEARS

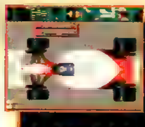
This is how fast your gears will shift. Number 1 is the fastest.

### SUSPENSION

Go for a softer setting in tracks with a lot of curves. It will help cornering.

### BRAKES

A light setting is best for racing, because it will allow them to last longer.

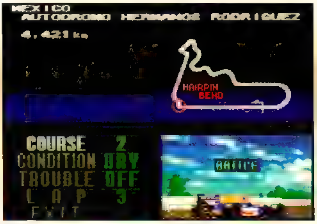


### EGM TIP #009

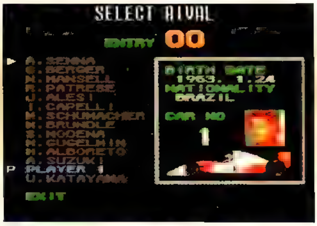
Try these settings for racing on a fast track: Steering 2, Tires B or C, Gears 5-7, Brakes 2, and Wing 5-7.

Special thanks to J. J. Bell, "The Black Ace"

## OPTIONS!


MEXICO
AUTODROMO HERMANOS RODRIGUEZ
4.421 km
HAIRPIN BEND
COURSE 2
CONDITION DRY
TROUBLE OFF
LAP 3
EXIT

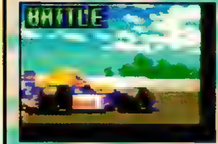
Now it's time to decide the track, the weather conditions and also the number of laps in the race.


SELECT RIVAL
ENTRY 00
A. SENNA
G. BERGER
N. MANSELL
R. PATRESE
J. ALESI
I. CAPELLI
M. SCHUMACHER
M. BRUNDLE
S. MODENA
M. GUGELMIN
M. ALBORETO
A. SUZUKI
P PLAYER 1
U. KATAYAMA
EXIT
BIRTH DATE
1963. 1.24
NATIONALITY
BRAZIL
CAR NO
1

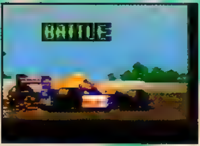
This gives you the cool option of choosing who (if anyone) you want to race against, while showing their status.

## CHANGE THE WEATHER

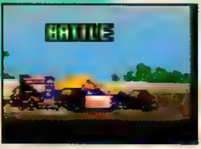
You can race with three different weather conditions. Your driving skills will be put to the test as you race on dry courses, damp tracks and soaking road courses.



Dry weather gives the best traction.

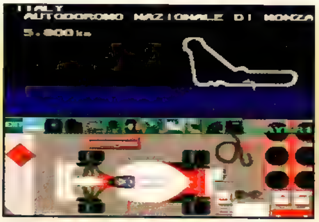


Half and half means you will slide a little.

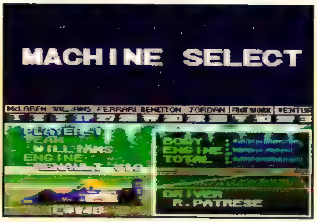


Rain will make this competition a real pain.

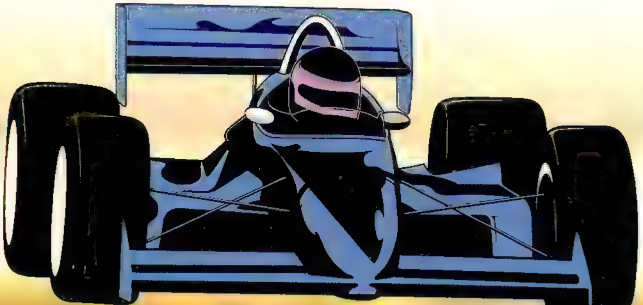
## CUSTOMIZE YOUR RACER


ITALY
AUTODROMO NAZIONALE DI MONZA
5.800 km

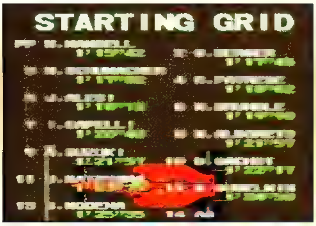
Pick everything from tires to transmission type—even the driver! If you prefer, you can let the game decide what is best.


MACHINE SELECT
McLAREN
WILLIAMS
FERRARI
BENETTON
JORDAN
FOOTWORK
VENTURI
PLAYER 1
TEAM
WILLIAMS
ENGINE
RENAULT V10
BODY
ENGINE
TOTAL
DRIVER
R. PATRESE

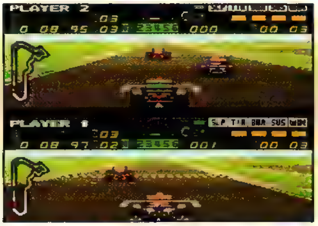
Choose what kind of machine you want to race in. Every car also has your pick of two different drivers. Better decide wisely!



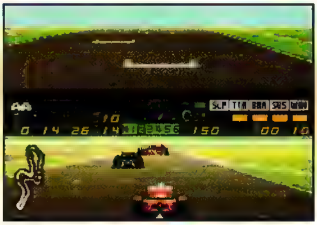
# LET THE RACE BEGIN!



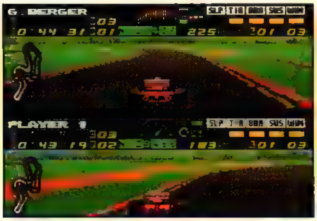
After picking the race and rivals, you will have a chance to see your spot on the course by watching the starting grid.



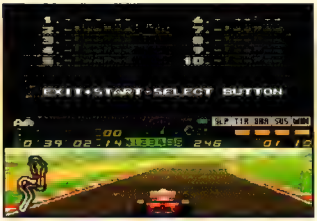
In this race, it's you against a friend in a heart-stopping battle for the finish line. See who is the better driver!



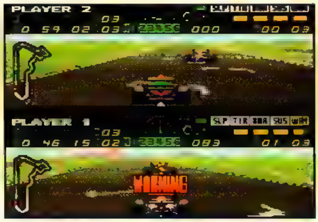
In a one-player game, the top screen is your rearview mirror. It really helps when other drivers try to pass you. Watch out!



In the Battle Mode, it's man versus machine as you take on the computer in head-to-head action.

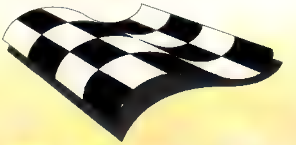


Before each race, you will be able to take a test run around the course. This is a great way to check the curves for tricky spots.



If you crash and get turned around, a warning flashes on the screen. However, the game will let you go around backward.

# F1



# POLE POSITION

5
60
55
50
45
40
35
30
25
20
15
10

Formula 1 racing got its start in France in 1839, and has now spread all over the world. Since that time, Formula cars have become more advanced with options and refinements the first racers never even dreamt of in their lifetimes. U.B.I Soft has done an awesome job of capturing the true spirit of this complex and exciting sport with their new game, F1 Pole Position. This game is awesome because of its killer options, but also because of the realistic way that the choices you make really affect the way the car performs. Strap yourself in for an awesome race!

**THE GOOD**

This cart has a lot of really cool options which makes each race exciting.

**THE BAD**

Even in the Easy Mode the steering takes some time to get used to.

**THE UGLY**

The fact that you can slam your racer into a wall repeatedly for the entire race and never blow up!

# $$ SOLDIERS OF FORTUNE $$

ONE PLAYER & CPU
TWO PLAYERS

## FACT FILE

### SOLDIERS OF FORTUNE

| MANUFACTURER | # OF PLAYERS |
|---|---|
| SPECTRUM HOLOBYTE | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| HARD | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 12 MEG | 10 |
| **THEME** | **% COMPLETE** |
| ACTION | 95% |

The creator of the Chaos Engine escaped from the Baron's dark cellars and revealed to the world the location of the Chaos Engine. With the world's arsenal in disarray, an elite strike force was necessary to infiltrate the area and destroy the foul machine. A group of mercenaries were called forth, each with special abilities and extraordinary qualities. These soldiers all swore to put a stop to the menace of the engine and free the world from its turmoil. Two soldiers could penetrate the estate grounds undetected and, with skill and a little luck, get to the cellars and obliterate the machine. Each soldier prepared his weapon and readied himself for the battle that could be his last. Two of them are going to enter the mad Baron's estate with the fate of the world in their hands. [illegible]ne or die trying. You are that last hope.

## BRIGAND

Uses a long distance rifle with average power. He's also fairly smart, but don't expect him to cover your back.

**WEAPON**

**SPECIAL**

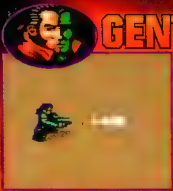
## MERCENARY

He's the leader of the bunch, armed with the mighty Gatling gun. His abilities include a medical pack to heal himself.

**WEAPON**

**SPECIAL**

## GENTLEMAN



A crack shot with his Flame Pistol and speed is the best. His abilities are useful for avoiding sticky situations.

**WEAPON**

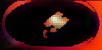
**SPECIAL**

## NAVVIE

His monstrous cannon fires to take out the best. He may not be quick, but he's the strongest out of the six.

**WEAPON**

**SPECIAL**



## THUG

His shotgun is more than a match for any monster. Thug withstands a tremendous number of attacks.

**WEAPON**

**SPECIAL**

## SCIENTIST

Quickness and intelligence are his assets. What he lacks in power, he makes up for with his speed and defense.

**WEAPON**

**SPECIAL**

## SOME USEFUL ICONS TO WATCH OUT FOR

GOLD KEYS: Open up secret or bonus areas where you might find food or power-ups.

SILVER KEYS: Help you find the exit by opening passages and making crucial items appear.

SPECIAL POWERS: This icon will allow you to activate your special abilities.

POWER-UPS: Collect this icon to increase the power in your weapon.

FOOD: Grab this icon to increase your Health Meter by one.

DEATH ZONE TOKEN: This icon saves your position in the level.

**THE GOOD**

There are a ton of weapons and special attacks that keep each character fun to play.

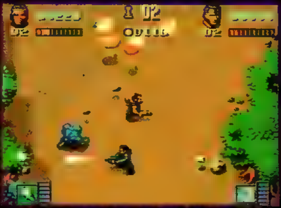
**THE BAD**

Most of the levels can get very repetitious.

**THE UGLY**

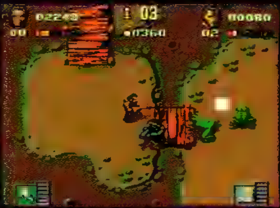
In the One-Player Mode, watching the computer play the game better than you do.

**WORLD 1: LEVEL 1**



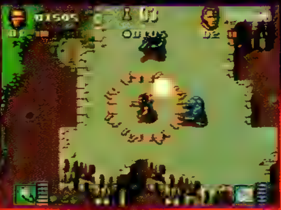
Mutants come out of the trees and attack you while you're not looking.

**WORLD 1: LEVEL 2**



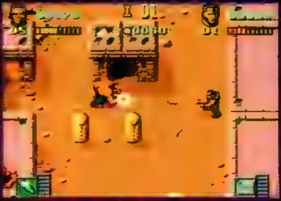
Watch out for giant marsh frogs that jump incredible distances.

**WORLD 1: LEVEL 3**



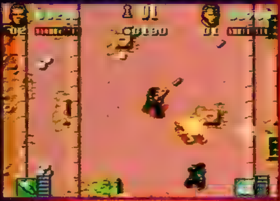
Use your special weapon when you are in a tight situation.

**WORLD 2: LEVEL 1**



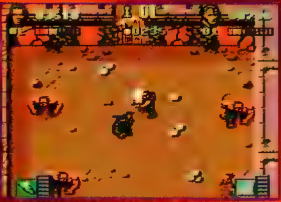
You must find your way out of this intricate maze.

**WORLD 2: LEVEL 2**



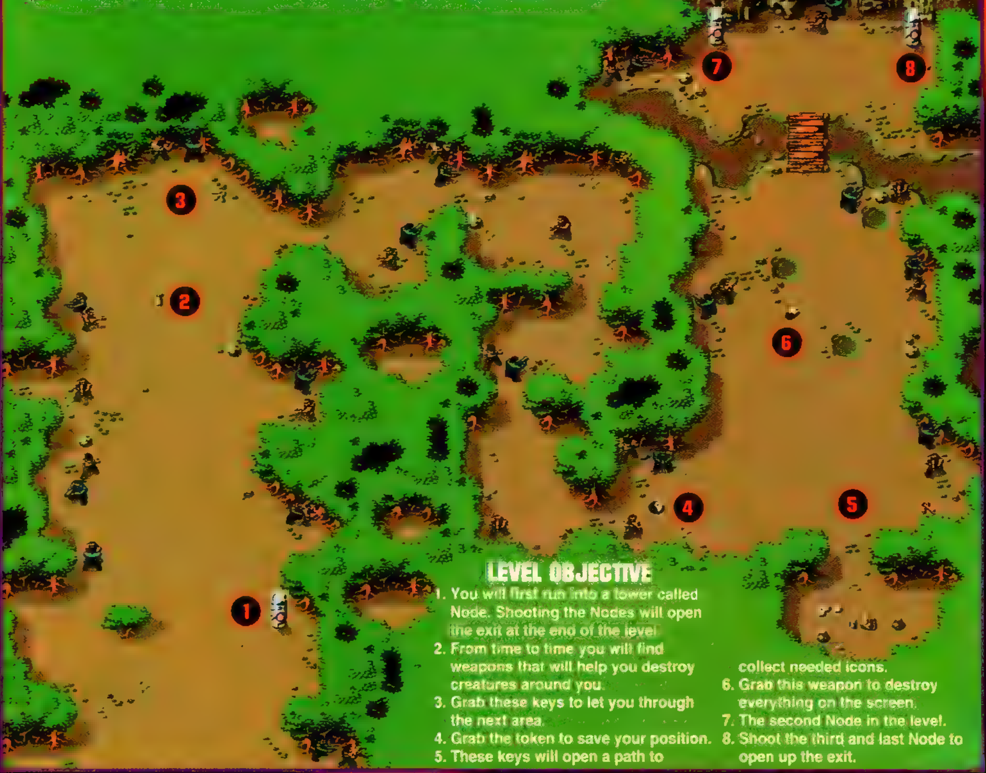
Lizards come out of the ground for a surprise attack.

**WORLD 2: LEVEL 3**



You'll have to defeat all the creatures to advance to the next room.

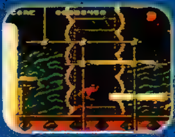
## WORLD 1 THE FOREST: LEVEL 1 THE BEGINNING

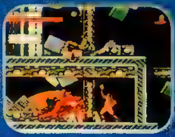


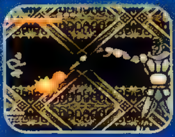
### LEVEL OBJECTIVE

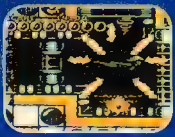
1. You will first run into a tower called Node. Shooting the Nodes will open the exit at the end of the level.
2. From time to time you will find weapons that will help you destroy creatures around you.
3. Grab these keys to let you through the next area.
4. Grab the token to save your position.
5. These keys will open a path to collect needed icons.
6. Grab this weapon to destroy everything on the screen.
7. The second Node in the level.
8. Shoot the third and last Node to open up the exit.

MARVEL COMICS

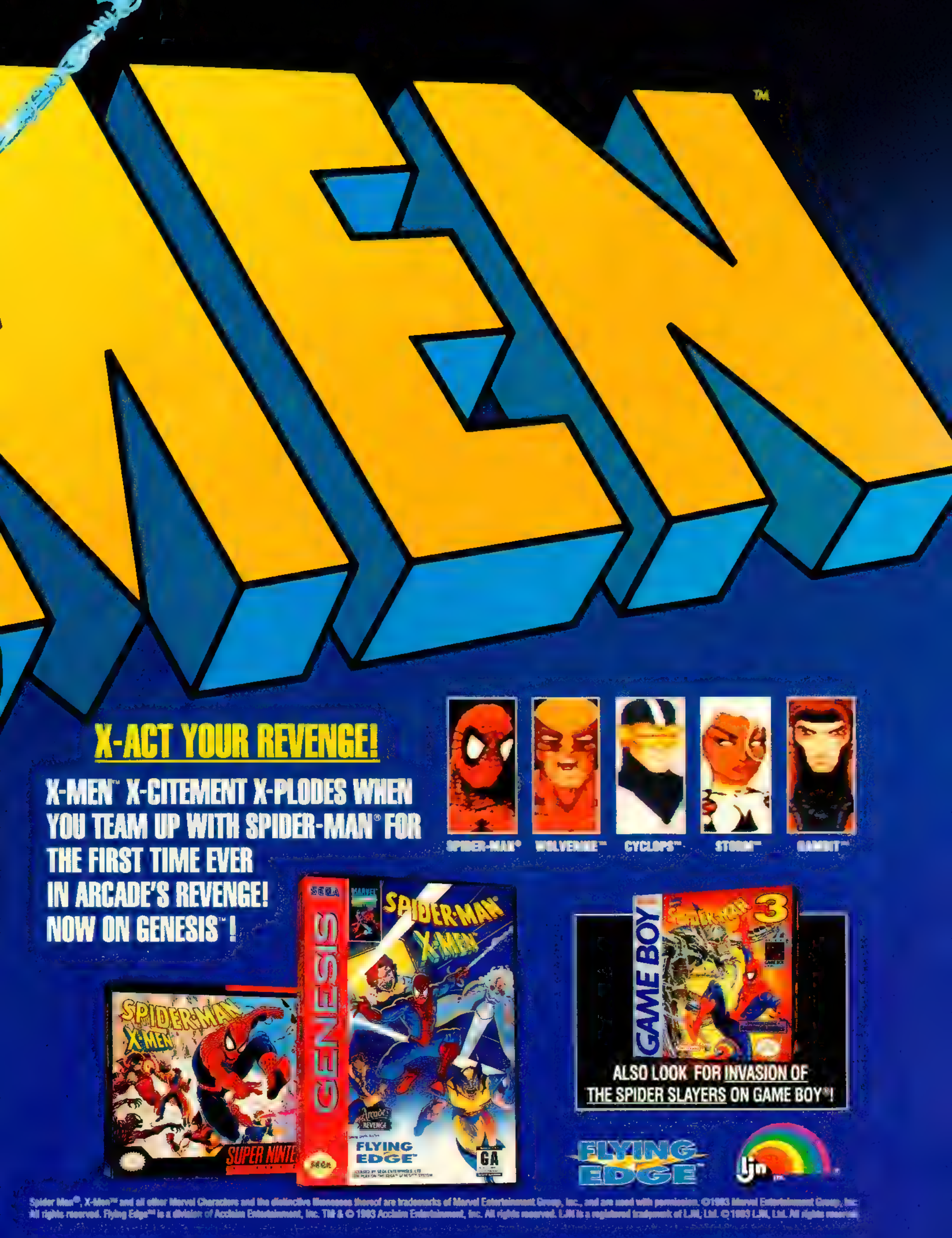

YOU'RE IN FOR A SHOCK, WEBSLINGER!


STOP JUGGERNAUT'S RAMPAGE


BLAST MASTER MOLD WITH OPTIC BEAMS!


UNLEASH YOUR LIGHTNING STORM!

OUTRUN THE LETHAL DOOMBALL!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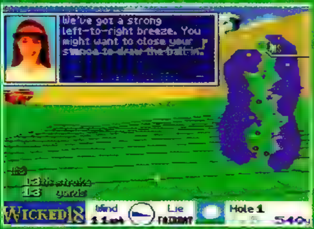
# WICKED 18

## WICKED OPTIONS


We've got a strong left-to-right breeze. You might want to close your stance to draw the ball in.

During any point of the game, you can ask for advice and grid the course.

## SHOT METER

This meter will show you how hard you will hit the ball.

## FOOT STANCE

Sharpen your stroke by adding a fade or a draw to your swing.

## CLUB SELECT

Choose from 14 different clubs—from a 270 yards driver to a 100 foot putter.

**THE GOOD**

If you are looking for something different in a golf game, then Wicked 18 is a winner for you.

**THE BAD**

The 3-D perspective takes a great deal of time to judge your shot distance.

**THE UGLY**

This game is as exciting to play as the sport is to watch.

## FACT FILE

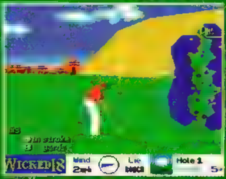
### WICKED 18

| MANUFACTURER | # OF PLAYERS |
|---|---|
| BULLET PROOF SOFT | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | NOW |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 12 MEG | N/A |
| **THEME** | **% COMPLETE** |
| SPORTS | 100% |

Wicked 18 is a 3-D golf game that puts all other golf games to rest. This cart captures the contour of every fairway and green. On your main screen be sure to take advantage of the hole layout, wind direction and speed, distance from the pin and lie indicator. Plus, the advice from your caddy is very useful when trying to make par. Along with the great graphics, there are a ton of play options that will keep you busy for hours. On every green, you can use a 3-D grid to see how the hole will break. Choose between tournament, stroke, skins or match play. Or, if you prefer, practice each hole individually to work on making par and becoming a golf legend.

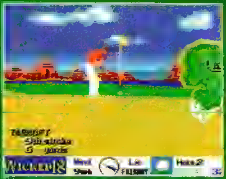
## TEST YOUR COURAGE. CONQUER THE COURSE

### HOLE 1

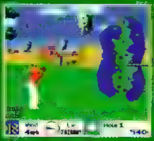


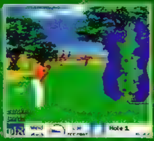
This long par 5 is harder than it looks. Stay clear of the water and rocks.

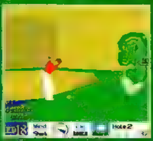
### HOLE 2



Getting to the hole is a real challenge. The hole is on top of several hills.

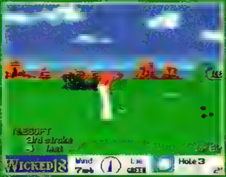






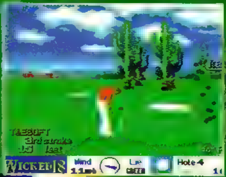
### HOLE 3

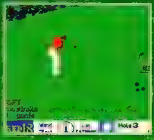
If you don't hit a clean shot on the hill, you'll lose a lot of yards on the tee-off.

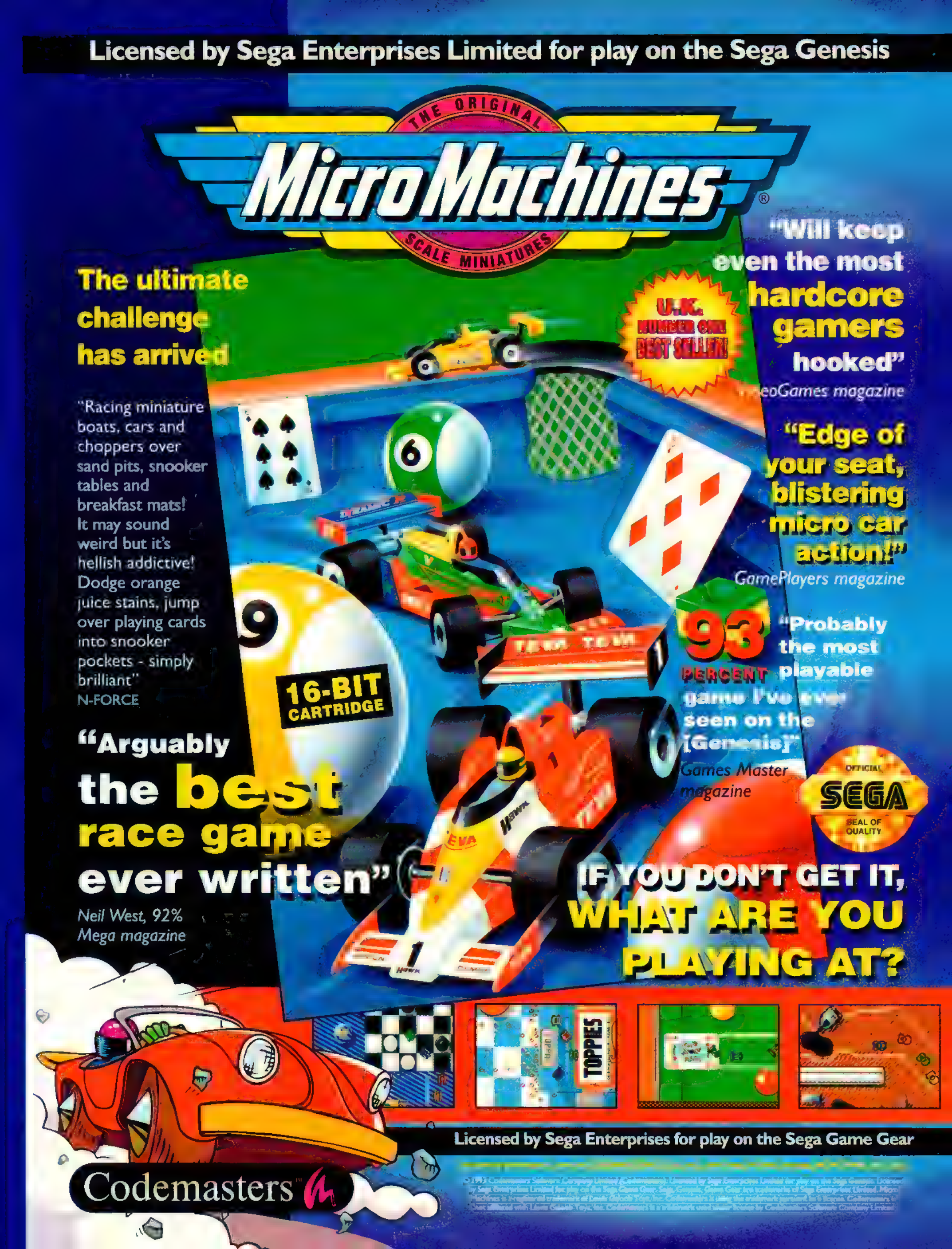


### HOLE 4

One of the easiest holes on the course. You can reach the green on the tee-off.



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**"Arguably the best race game ever written"**
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*Mega magazine*

**"Will keep even the most hardcore gamers hooked"**
*eoGames magazine*

**"Edge of your seat, blistering micro car action!"**
*GamePlayers magazine*

**93 PERCENT**

**"Probably the most playable game I've ever seen on the [Genesis]"**
*Games Master magazine*

**IF YOU DON'T GET IT, WHAT ARE YOU PLAYING AT?**

Licensed by Sega Enterprises for play on the Sega Game Gear

Codemasters™

# The LAWNMOWER MAN™

Get ready for the ride of your life! Here comes The Lawnmower Man by T*HQ. Developed by the folks at Sales Curve, this movie-to-game conversion is sure to be a big hit!

You can play the part of Jobe, or Dr. Angelo, as you attempt to overcome the minions of The Shop. It's even one- or two-player simultaneous!

Get into the game like never before with T*HQ's The Lawnmower Man. It will blow your mind as you experience the power of virtual reality!

**THE GOOD**

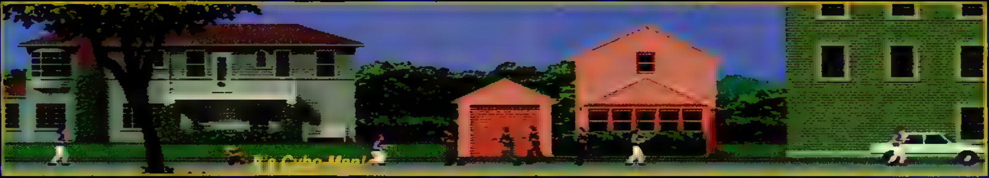
Each level presents a new challenge. It's a very inventive game. The Two-Player mode is cool.

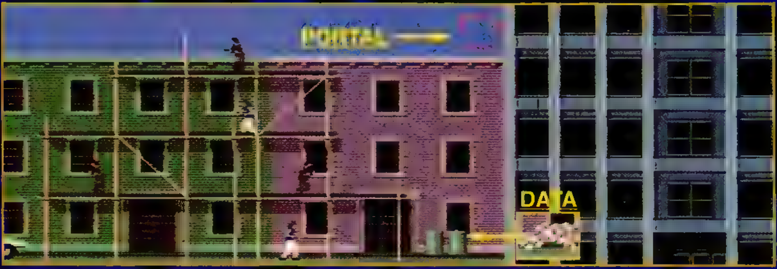
**THE BAD**

Some very cheap shots! Sometimes I didn't even see who shot me! Maybe it was Cybo-Man?!?

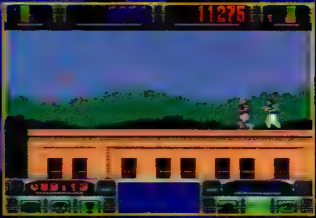
**THE UGLY**

The Jeff Fahey Boss is enough to make you toss your virtual cookies all over the virtual television set.



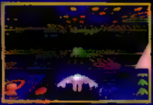


Level 1 can prove a little tricky, but overall it's fairly easy to finish. First, look out for the agents of The Shop. They're all over the place and they are bad news! The second thing to do is to make your way to the data disks which are stored in two barrels. Shoot the barrels to expose the disks. Next, try to get to the portal to leave the level. It's the glowing ring with the flashing "Access Denied" sign. Shoot the portal repeatedly and it should open. Good luck!

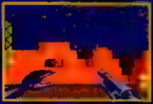


Have a friend join in on the action so Jobe and Dr. Angelo can defeat The Shop.

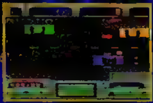
## LAWNMOWIN' LEVELS



Cyber Run- In this virtual domain, you will pilot a rocket and shoot hordes of enemies.



Cyber War Zone- Here you will fly around, dodging obstacles while shooting targets.



Car Chase- Hop into the car while avoiding The Shop in order to make it to the lab.

## FACT FILE

### THE LAWNMOWER MAN

| MANUFACTURER | # OF PLAYERS |
|---|---|
| T*HQ | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | DECEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 8 MEG | 12 |
| **THEME** | **% COMPLETE** |
| ACTION | 100% |

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# WE'LL BLOW YOU AWAY!

namco
GENESIS
ROLLING THUNDER 3
SEGA

**Rolling Thunder 3** for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

- **10** hard-core levels!
- **12** action packed megs!
- **9** nasty new weapons!
- Intense hidden areas!
- Password support!

namco
The Game Creator™

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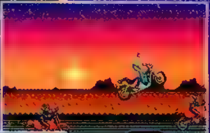
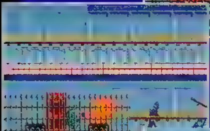
Blast your way through legions of terrorists!



Take a ride on the wild side!



Break out the heavy weapons!

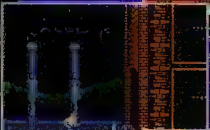
Ride the waves!

Hunt down terrorists in exotic locations!

Shoot at an angle!

Meet weird green guys and shoot them!

Fly first class!



Annihilate robot watch dogs!

Explore vast underground bases!

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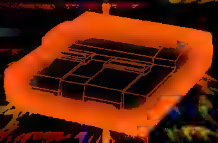
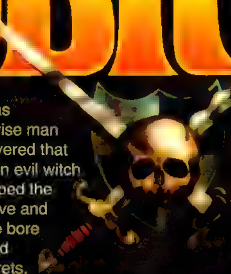


# Obitus



## FACT FILE

### OBITUS

| MANUFACTURER | # OF PLAYERS |
|---|---|
| BULLET PROOF SOFT. | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | JANUARY |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 8 MEG | 12+ |
| **THEME** | **% COMPLETE** |
| RPG | 95% |

**THE GOOD**

A good RPG should be long and involving— this one definitely is.

**THE BAD**

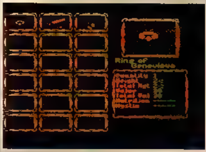
Because of the first-person point-of-view, you sometimes feel like you have tunnel vision.

**THE UGLY**

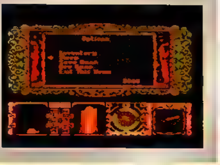
After you kill a dog in the old mines, they show the skeleton of a human. What's wrong with this picture?

## USE ICONS

This game is full of options and icons to help you on your quest.



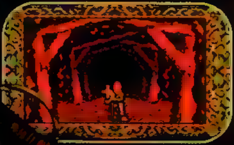
Inventory screen shows items you've picked up.



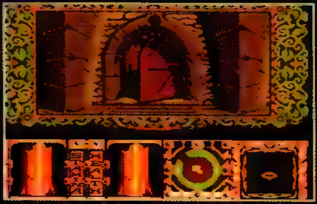
Use this menu to do any number of things on your quest.

Old King Cullen was thought to be a wise man until it was discovered that nearly 19 years ago an evil witch named Salore kidnapped the good Queen Genevieve and took her place. Salore bore the king four sons, and taught them dark secrets. While on his death bed, King Cullen saw that his sons were evil and swore not to let them rule. He hid the sacred Throne of Kings in the tower and gave each one of his sons one of the keystones. He knew that they would fight to gain all four. Your master tells you it is time for you to fulfill your destiny by defeating all four men.

There are four different realms including forests, caverns and castles that are teeming with good guys and bad guys. All you have to start with is the ring of Genevieve to guide you. Good luck!

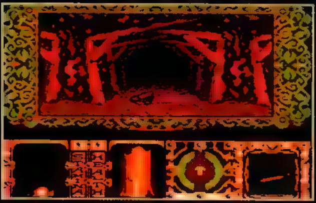


## YOUR DESTINY!

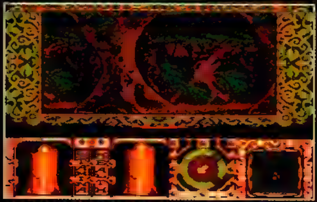


You must now leave the protection of the tower to begin your quest. Falcon Wood lies ahead and it's filled with danger.

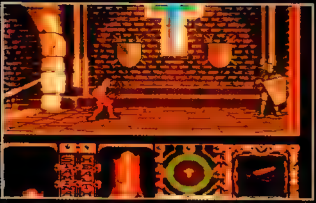
## THE CAVERNS



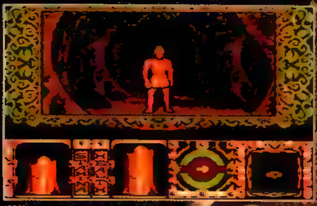
Watch out for the cave dogs! They're vicious. Find the the entrance to the castle from these underground passages. Be sure to talk to the elf first!



In Falcon Wood you will find many items to help you, such as weapons and gold. You'll also find the entrance to the mines.



In the castle, the perspective of the game changes a little. Don't forget your keys!



When you encounter someone, use the ring to see whether he is friend or foe.

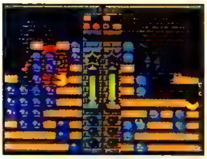
# MUNCHIES!

It's Pac-Man's dream come true: more ghosts to gobble! Video game super star Pac-Man is on the Super Nintendo Entertainment System in a hot new game: PAC-ATTACK™ The object of the game is to line up blocks in a row. Sounds simple, but those meddling ghosts are at it again getting in your way. Never fear, Pac will save the day!

Line 'em up! Chow 'em down!

Go Head-to-Head with friend in 2-player mode!

- Three modes of play:
  - One player!
  - Two player head-to-head munch fest!
  - 100 level puzzle game!
- Smoking sound track!
- Cool graphics


Munch Fest!

Wrack your brain with the puzzle mode!

Warning:
Pac-Attack is highly addictive.

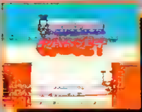
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Nintendo

namco

[illegible] Attack TM & © [illegible] Namco Ltd., All Rights Reserved. Licensed for play on the [illegible]

# INSPECTOR GADGET™

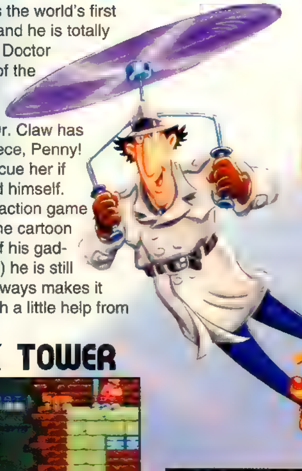


## FACT FILE

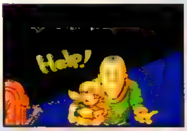
### INSPECTOR GADGET

| MANUFACTURER | # OF PLAYERS |
|---|---|
| HUDSON SOFT | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | DECEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 8 MEG | 6 |
| **THEME** | **% COMPLETE** |
| ACTION | 100% |

Inspector Gadget is the world's first bionic policeman, and he is totally devoted to his job. Doctor Claw, the mastermind of the organization known as M.A.D., is Gadget's biggest enemy. Now, Dr. Claw has kidnapped Gadget's niece, Penny! It's up to Gadget to rescue her if he doesn't get captured himself. This is a side-scrolling action game that is very much like the cartoon show. Gadget has all of his gadgets and (unfortunately) he is still really clumsy, but he always makes it through somehow—with a little help from Penny and Brain!

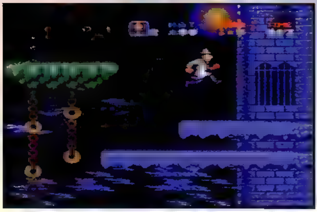


## DR. CLAW HAS PENNY!

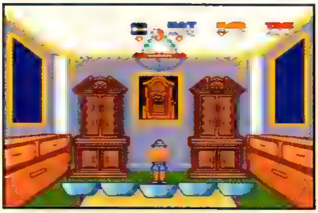


Inspector Gadget must hurry to save his niece.

## THE MANSION

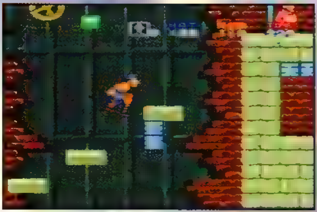


Save Penny from Dr. Claw. She's being held at a haunted mansion in England.

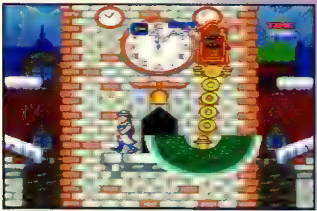


Dr. Claw puts you in a room that spins! Try to hit the candles before they hit you!

## THE CLOCK TOWER



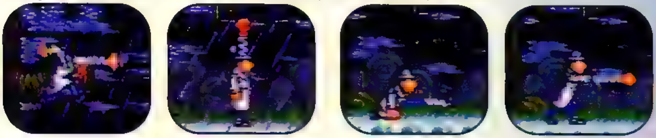
Fight through the Ice Stage to get to the giant clock where Penny is trapped.



Now Dr. Claw is going to try to hurt you with his huge swinging pendulum.

## GADGET'S MOVES!

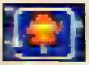
Gadget has four different attacks: Head Butt, the Hat Punch, the Kick and a Punch.



## GADGET ICONS

Find these to give the Inspector the gadgets he's so famous for!

Extra man icon.



The long hand.

Lets you use icons.

Restores a lost coat.

Warp to bonuses.

Plunger to climb walls.

**THE GOOD**

This game has all the personalities from the show, and all the gadgets are a real blast!

**THE BAD**

I would have enjoyed some better animation in between levels.

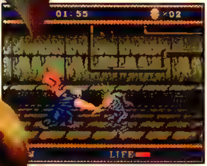
**THE UGLY**

They still don't show you who Dr. Claw is!

© 1992 DIC Animation City, Inc.

# HE'S BACK!

Splatterhouse 3 for the Sega Genesis is the kind of game rating systems were invented for. Check out the screen shots and see for yourself.


01:55
×02
LIFE

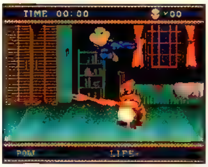
So fun you could lose your head over it!

TIME 05:16
×02
POW
LIFE

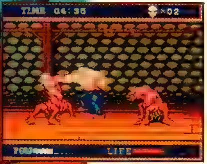
Don't get all choked up!

ME 06:57
×00
POW
LIFE

Get your kicks!


TIME 00:00
×00
POW
LIFE

Wear a mask and pack a powerful punch.

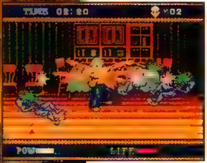

TIME 04:35
×02
POW
LIFE

Pow! Right in the kisser!

- 16 megs of gruesome graphics!
- Deadly New Weapons!
- 6 levels of monster bashing mayhem!
- Killer special moves!
- Non-linear game play!
- Multiple endings!
- Password support!

TIME 04:00
×02
POW
LIFE

Walk on the wild side!


TIME 02:20
×02
POW
LIFE

You've gotta have guts!

Warning: This game contains scenes of graphic violence that may not be suitable for younger players.

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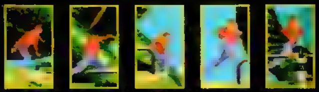
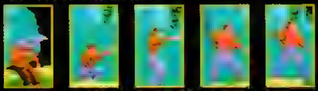
namco®

## RUNNING AND JUMPING:



There are several combinations of movements, the most effective being with your trusty firearm pistol!



## FIRING YOUR PISTOL:

After learning about a secret plot by aliens to conquer Earth, a lone hero must brave several levels of aliens and enemies to restore order. This is in some ways a sequel to the earlier Super NES and Genesis game, Out Of This World, in that it contains similar key elements, such as cinemas and animation. The story is long and complex, plus it takes some practice to get all the moves down. There are several items for you to collect in each stage and your inventory can be shown by pressing the select button. Some of them can be recharged, too.

**THE GOOD**

This game has fantastic animations plus the music is great, too!

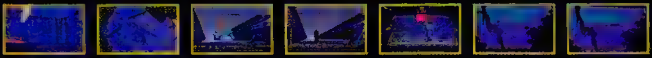
**THE BAD**

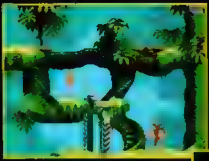
The control isn't as interactive as it is in other games. It is slower than the Genesis version.

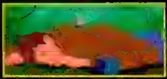
**THE UGLY**

Pistol-whipping your enemies and some of the death cinemas!

# FLASHBACK

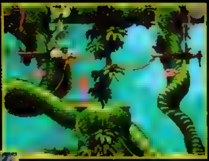




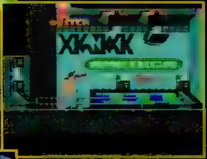


## LEVEL 1: THE JUNGLE

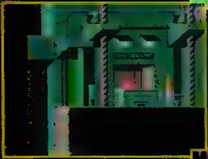
Shot down during your escape, you crash land in the jungle. Take out the guards before they take you out with their powerful firearms. Be careful when jumping—you could fall down a bottomless pit. Search each area carefully for several helpful but hidden items.



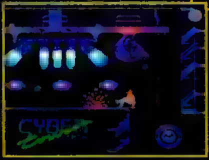
In this level, you can travel to several different areas by taking the subway tram car! Make sure you get credits!



## STAGE 2: COUNTRIES

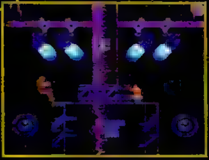


Make sure to stop and talk to people you see along the way—they will give you valuable information!



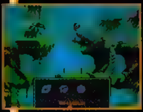
## STAGE 3: DEATH TOWER

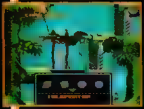
Here you will risk your life in a game where you must kill or be killed! The prize is a ticket to earth. However, there are other opponents who want to win, too. Be constantly on your guard! Look out for land mines and explosives that fall from the sky.



## EGM X-TRA DARE to COMPARE

### A LOOK AT OTHER FORMATS...





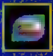
The Genesis version (top) came out first, but the Super NES version contains all the same elements: cinemas, incredible graphics and sound, but the Genesis version has faster cinemas and action sequences!

## WEAPONS & ITEMS:

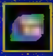
Some of these items can be recharged at various areas!

PISTOL: Your primary weapon—shoot enemies!

SHIELD: Shows how many hits you can take!



CREDITS: Allows you to purchase items!



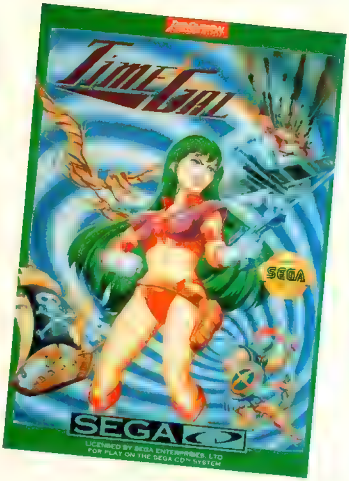
HOLOCUBE: Gives valuable information about your quest!

## FACT FILE

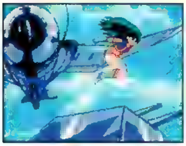
### FLASHBACK

| MANUFACTURER | # OF PLAYERS |
|---|---|
| U.S. GOLD | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | 1st Qtr. '94 |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 12 MEG | 7 |
| **THEME** | **% COMPLETE** |
| ACTION | 95% |

# THE REAL BEAUTY


Renovation
Time Gal
SEGA
SEGA CD
LICENSED BY SEGA ENTERPRISES, LTD
FOR PLAY ON THE SEGA CD™ SYSTEM

122200
65000000

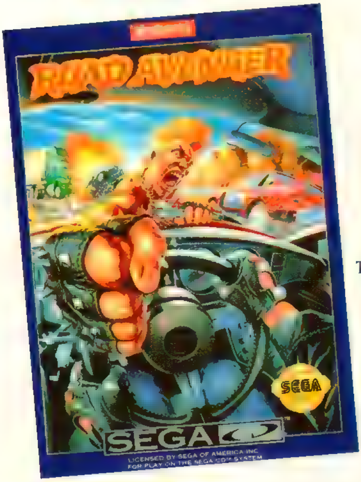


Leap into your time machine and trek through 16 danger-filled eras. In **Time Gal** you'll travel from 70,000 B.C. to 4,000 A.D. tracking the devious Luda before he annihiliates the world. Wing-walk in a WWII dogfight, battle alien robots, ride a torpedo, sail the high seas in a Spanish galleon and avoid being dinosaur lunch in this time-travel adventure.

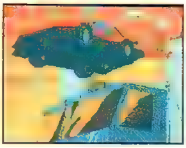
- Over 30 minutes of full-motion anime-style animation
- Real arcade action with 3 difficulty levels
- Randomly generated levels make every game unique

As Seen In GamePro
Graphics
Sound
Control
FunFactor
Challenge
ADJ.
Adjustable
Action/adventure
One player
Passwords

# AND THE BEAST


Renovation
ROAD AVENGER
SEGA
SEGA CD
LICENSED BY SEGA OF AMERICA INC
FOR PLAY ON THE SEGA CD™ SYSTEM

THE classic game for the Sega CD, **Road Avenger,** gives you the license to wipe S.C.U.M. (Secret Criminal Underground Movement) off the streets. Forget the rules — smash through buildings, spin off a bridge, dodge helicopters and tanks and tear up the beach in hot pursuit.



- Over 30 minutes of intense car-crashing full-motion animation
- In-your-face closeups keep your eyes glued to the action
- Head-spinning 360° scrolling

As Seen In GamePro
Graphics
Sound
Control
FunFactor
Challenge
ADJ.
Adjustable
System: Sega CD
Action/Arcade
One player

**The games you gotta get!**

SEGA CD

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# WILD QUEST

**THE GOOD**

Lots of funny animations like when Chester crashes into a wall after running real fast!

**THE BAD**

It's very frustrating to progress when it takes only one hit for your character to die!

**UGLY**

The controls are very sluggish at times, making it tough to get through some levels.

This colorful adventure takes Chester Cheetah on the road home to Hip City. Along the way, Mean Eugene spoils the scene by stealing Chester Cheetah's map, ripping it up and scattering it into 10 pieces across the U.S.

Chester's goal is to recover the map piece in each level, encountering wild, cartoon-style characters that get in his face in way-out of the way places like Un-Clearwater, Florida; Euphreaka, California; and Omahog, Nebraska.

Chester's got plenty of room to zoom in his brand new sequel.

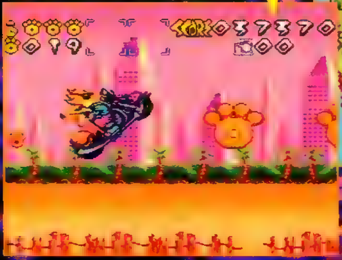
## FACT FILE

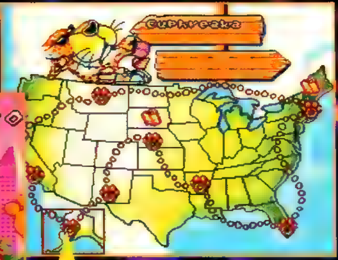
### CHESTER CHEETAH WILD WILD QUEST

| MANUFACTURER | # OF PLAYERS |
|---|---|
| KANEKO | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | [illegible] |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 10 MEG | 10 |
| **THEME** | **% COMPLETE** |
| ACTION | 100% |

## BONUS GAME

Cruise on into the city streets on your motorcycle and grab as many paws as possible for big points!



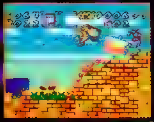


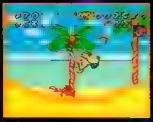
## MAP OF AMERICA

These pieces of the map are scattered throughout the U.S. Go through each level and get them.

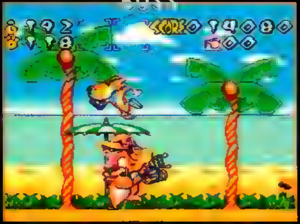
## EUPHREAKA

Head for the beach, but watch out for careless skaters and creepy, crawly crabs!



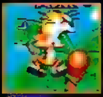


BOSS

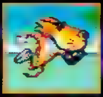


## MOVES & FUNNY ANIMATIONS

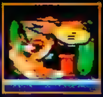
AIR SWIM



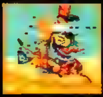
JUMP



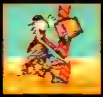
RUN



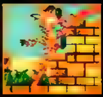
DEATH



MUNCH

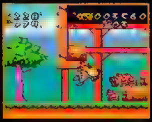


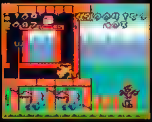
SPLAT



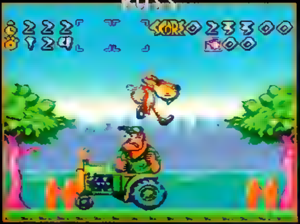
## OMAHOG

This level has some mean farm folk. The Tractor Boss will try to mow you down!





BOSS



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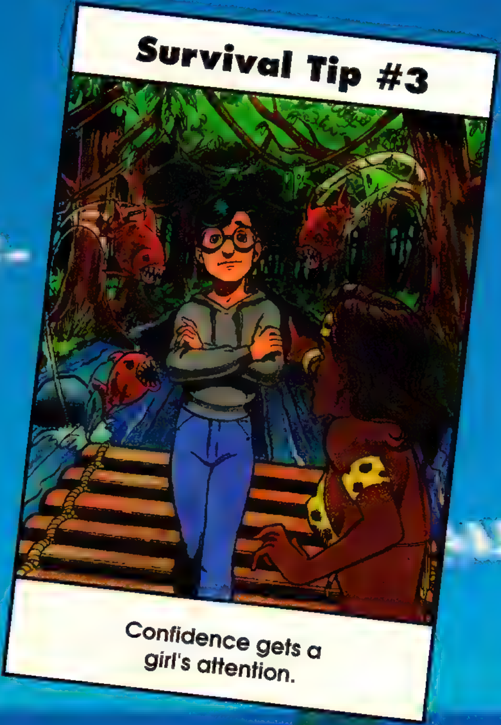
# WELCOME TO THE JUNGLE

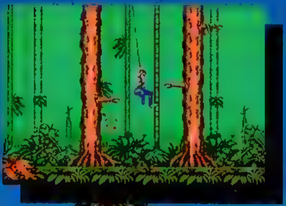
LESTER
SUPER NINTENDO
ENTERTAINMENT SYSTEM


Survival Tip #3
Confidence gets a girl's attention.

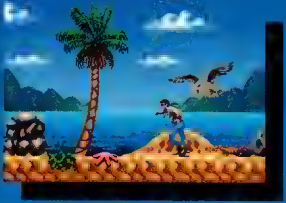
Lester's not a bad kid, he just seems to end up in a lot of awkward situations. This time he's been stranded on a jungle island being taken over by pirates. With your help he should be able to make it back home.

The only problem is Lester's personality. His survival instincts are a little weak. Plus, he always panics the first time he meets a new challenge.

Just don't panic along with him...



Guide Lester wisely and he might just come through in the clutch.



Who wouldn't panic at the sight of a mutant seagull?

**FEATURES**

- 8 MEG GAME PAK
- 20+ LEVELS
- ROTOSCOPED ANIMATION
- FALL 1993

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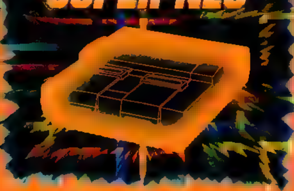
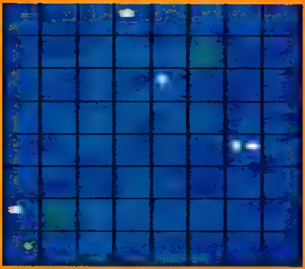


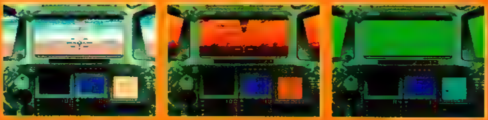
## PREPARE FOR BATTLE...



### LONG-RANGE RADAR MAP

Information from the state-of-the-art NavStar navigational system will be downloaded onto the Long-Range Radar Map. This system enables you to quickly locate all enemy targets, mine fields and Allied bases.

### MANY VIEWS TO A KILL

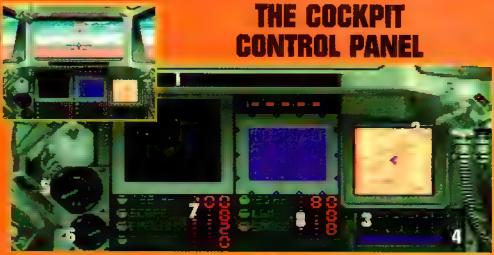


DAY

DUSK

NIGHT VISION

### THE COCKPIT CONTROL PANEL



1. **COM-LINK DISPLAY:** Crucial info regarding your tank's equipment and damage status.
2. **TACTICAL RADAR MAP:** Shows enemies in the immediate vicinity of your tank.
3. **DAMAGE INDICATOR LIGHTS:** Registers a hit your tank has sustained as a result of enemy fire
4. **FRACTIONAL DAMAGE METER:** Displays mounting fractional damage that your hull sustains.
5. **SPEEDOMETER:** Displays your speed in MPH.
6. **FUEL GAUGE:** Maximum fuel capacity is designated by a fuel needle positioned all the way to the right.
7. **WEAPONS STATUS INDICATOR:** Indicates the condition of the weapon in use.
8. **WEAPONS SHOTS REMAINING:** The amount of ammunition available for a particular weapon.

### FACT FILE

### SUPER BATTLETANK 2

| MANUFACTURER | # OF PLAYERS |
|---|---|
| ABSOLUTE | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| HARD | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| [illegible] | 16 |
| **THEME** | **% COMPLETE** |
| SIMULATION | 100% |

**THE GOOD**

This is loaded with excellent sound effects of military combat. Listen to it with surround sound.

**THE BAD**

Helicopters seem to get a cheap shot in even before they appear on the screen.

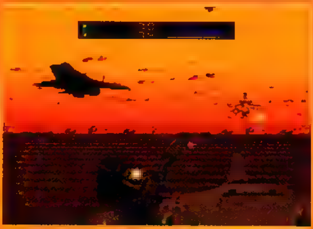
**THE UGLY**

Unloading on the enemies with the 120mm Cannon with more shots than it takes to kill them.

Enter a new dimension of video game warfare with Super Battletank 2. Take control of the army's consummate battletank, the M1A2.

This tank is loaded with an expanded arsenal of sophisticated weaponry, including infrared capabilities for ruthless night combat and an onboard camera that displays full-motion video of enemy acquisition and termination! Stunning animated sequences come alive with lifelike SCUD and Patriot missile launches and F-15 airstrikes that strafe and bomb the background.

Traverse through 16 levels of heavily-mined and carefully-rendered desert enemy terrain. Keeping players in the thick of the action are ally refueling and rearming bases. Players direct their tanks to them for complete military overhauls.



The cockpit view changes to one behind the M1A2 as you fight the enemy stronghold.

# SUPER BATTLETANK 2

# THIS IS ONE RPG THAT'S OUT OF THIS WORLD ...

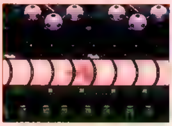
LICENSED BY
Nintendo
PALADIN'S QUEST
ENIX
Nintendo
SUPER NINTENDO
ENTERTAINMENT SYSTEM

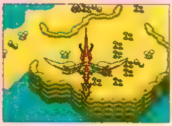
# ... LITERALLY!

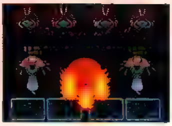
**PALADIN'S QUEST** brings excitement and adventure to your SNES this winter!

Beautifully illustrated art and orchestrated music take you on a journey through time and space. Set far off in the outer reaches of space, the unfamiliar planet, Lennus, beckons. Explore its vast and unknown landscape.

Traveling through time entwines you in a mind-bending adventure in search of Dragons, Wizards, and even Alter Egos!



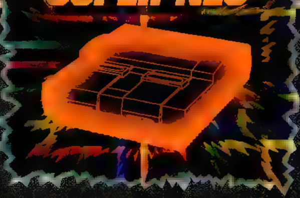




- *12-MEG RPG*
- *Battery backup saves up to 4 games*
- *Explore the past, present, AND FUTURE!*
- *New unique and bizarre forms of travel*
- *Over 35 hours of game play!*

**FROM ONE OF THE PREMIER RPG COMPANIES IN AMERICA!**

ENIX

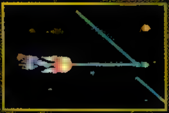


# R-TYPE III

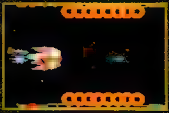
## THE THIRD LIGHTNING

### SPECIAL WEAPONS:

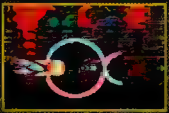
**BLUE ORB:**
This gives a laser that can bounce around the screen and destroy many enemies!



**YELLOW ORB:**
This fires powerful tracing shots that hug the walls and destroy all targets resting on them!

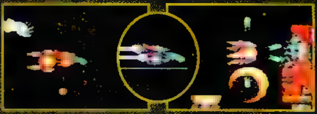


**RED ORB:**
Get the Red Orb and you will have a narrow, concentrated shot that is very powerful!



### POD FORCE:

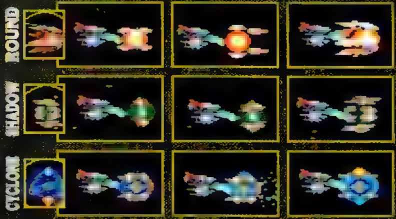
You can position your Pod on the rear of your craft to hit rear enemies!



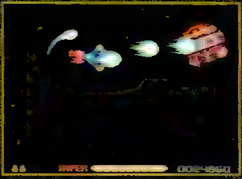
Launch your Pod out in front of you and it will still fire shots!

### NOW THREE WEAPONS

Unlike Super R-Type for SNES, R-Type III allows you to pick from one of three Force Pod Weapons! Each has its own configuration of weapons depending on which power-ups you collect!

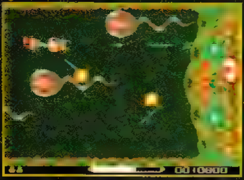


### LEVEL 1: TURNING SHIP



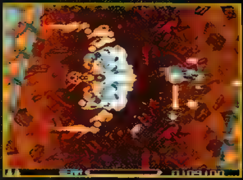
Incredible Mode 7 effects are the high point here—especially on the Boss!

### LEVEL 2: THE CAVERNS

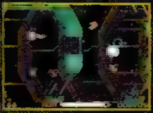


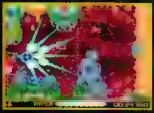
Watch for acid that drips from the ceiling. The Boss is only vulnerable in its eye!

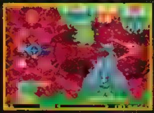
### LEVEL 3: THE SPIDER

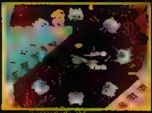


Move vertically and horizontally with a giant jumping spider Boss at the end!









### FACT FILE

**R-TYPE III**

| MANUFACTURER | # OF PLAYERS |
|---|---|
| IREM | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | 1st Qtr. '94 |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 16 MEG | N/A |
| **THEME** | **% COMPLETE** |
| SHOOTER | 80% |

**THE GOOD**

Huge levels, techniques and fearsome Bosses! Shooter fans will love this one!

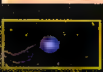
**THE BAD**

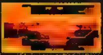
One-hit wonder, and some areas are very difficult!

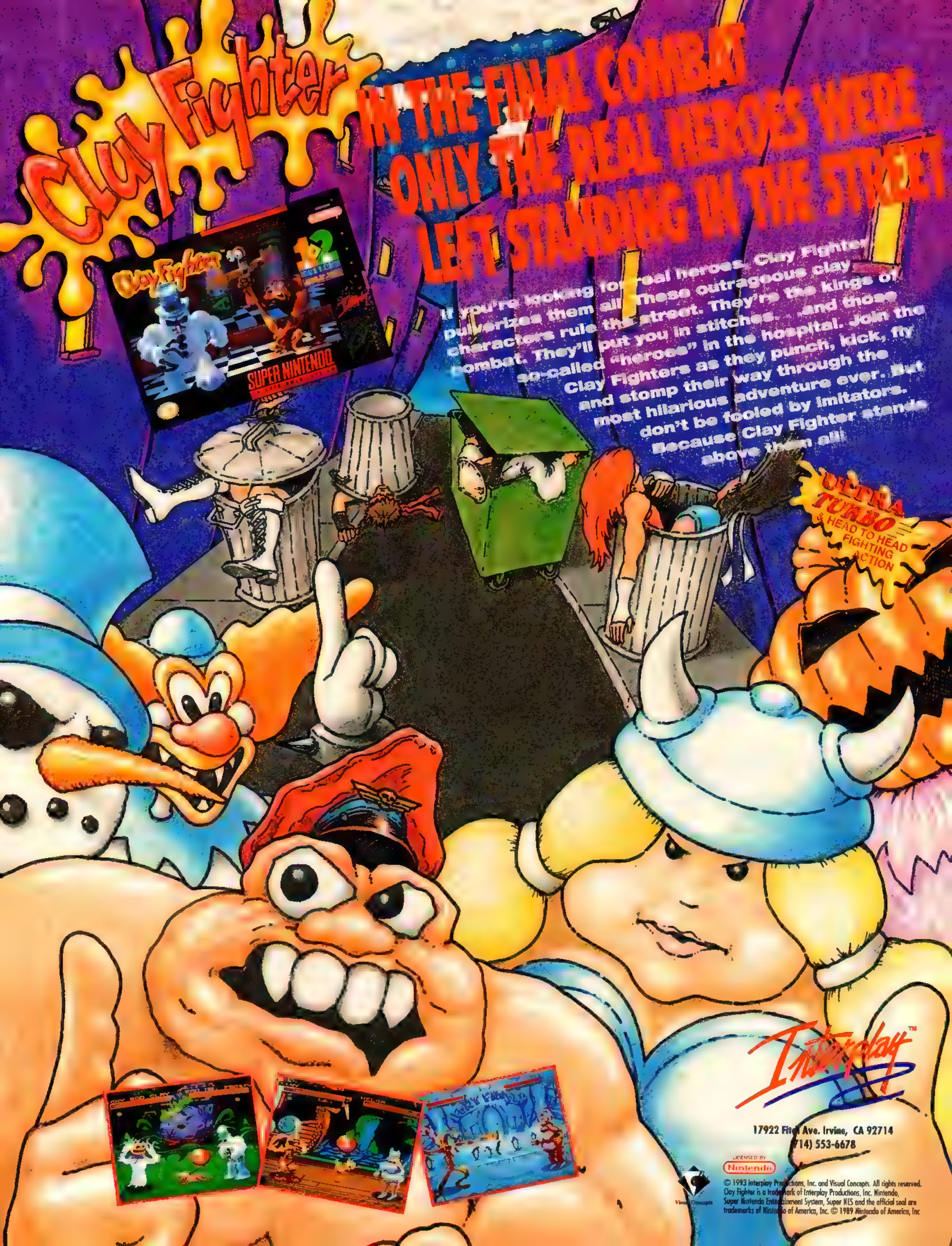
**THE UGLY**

The second Boss! Is there a visual metaphor here or what?

Just when R-Type fans thought there was nothing more to do, here comes R-Type III! This time it is 16-Meg, with bigger levels and badder Bosses! Now, you have three Pods to choose from, each with its own special powers, depending on what icon you collect! Loaded with Mode 7, killer sound effects and music, this is one shooter to keep an eye on! Play alone, or with two players in the "take turn" mode! Remember to grab the usual icons from Super R-type, like the Speed-Up icon, and fasten your seat belts and blast off!






Clay Fighter
IN THE FINAL COMBAT
ONLY THE REAL HEROES WERE
LEFT STANDING IN THE STREET
ClayFighter
SUPER NINTENDO
ULTRA TURBO
& HEAD TO HEAD
FIGHTING
ACTION
Interplay™

If you're looking for real heroes, Clay Fighter pulverizes them all. These outrageous clay characters rule the street. They're the kings of combat. They'll put you in stitches... and those so-called "heroes" in the hospital. Join the Clay Fighters as they punch, kick, fly and stomp their way through the most hilarious adventure ever. But don't be fooled by imitators. Because Clay Fighter stands above them all.

17922 Fitch Ave. Irvine, CA 92714
(714) 553-6678

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Nintendo

Visual Concepts

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ClayFighter™
HE'S A MAJOR K
BONKER
HELGA
BAD MR. FROSTY
TAFFY MAN
BAD MR. FROSTY
THE BLOB
BOOM!

# BLOB

**ULTRA TURBO & HEAD TO HEAD FIGHTING ACTION**

# CK IN THE MASS!

**Meet Blob. A hilarious, bizarre mess of radio-active clay, ready to do battle. Blob's a Clay Fighter and a master of goojitsu, able to squash his opponents in a single leap. Forming himself into a vicious attacking shoe, Blob will give anyone the boot. So watch Blob and all the other Clay Fighters "goo for it" in the outrageous adventure that will leave you hysterical.**

TOP TEN REASONS TO PLAY CLAY FIGHTER.

10. Interact with radioactive materials - right in your home!
9. Tiny was recently cleared of allegations of steroid use.
8. Taffy's amazing resemblance to Al Gore.
7. Computer screen turns your face a really cool – and disgusting – shade of green.
6. Chicks dig Bad Mr. Frosty.
5. You won't be condemned for mutilating them. (It's not like they're mortal or something).
4. Slimier than your math teacher.
3. You can't poke your eye out with it.
2. Everyone needs a friend named "Blob".

And the #1 reason to play Clay Fighter: YOU TELL US!!!

Send us a postcard telling us your #1 reason for playing Clay Fighter. The ten best reasons will be printed on our next ad and the winner will receive:

1st place prize – A brand new 27 inch stereo RCA color track portable television set and 3 Interplay SNES games.
2nd place prize – 3 Interplay SNES games and a Clay Fighter baseball cap.
3rd – 10th place prizes – A Clay Fighter poster and temporary tattoos.

Clay Fighter
1 OR 2
Interplay
SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Interplay™

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# UNDERCOVER COPS

## FACT FILE

### UNDERCOVER COPS

| MANUFACTURER | # OF PLAYERS |
|---|---|
| IREM | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | 1st Qtr '94 |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 16 MEG | N/A |
| **THEME** | **% COMPLETE** |
| ACTION | 70% |

**THE GOOD**

Lots of killer moves and technique with your characters.

**THE BAD**

A bit sloppy game play, but then again this game is not finished.

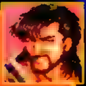
**THE UGLY**

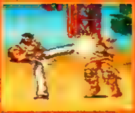
The obese second Boss and the little jig it does when you get hit.

The arcade game is now coming to the Super NES! Pick one of three "City Sweepers": tough cops trying to bring down some slimy criminals! Each has special moves that diminishes his or her life meter when they hit someone, but their life meters can be replenished with a variety of food icons that can be collected! On the other hand, you will lose a life when the life meter is completely diminished, so be careful! There are also several large objects that can be picked up and used for help when fighting truly big enemies!

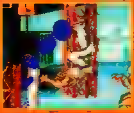
## PICK FROM ONE OF THREE "CITY SWEEPERS."

**UNDERCOVER COPS CS #001 ZAN TAKAHARA**



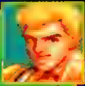


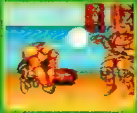
FLURRY KICK: [illegible]



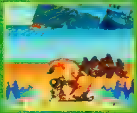
SPECIAL: [illegible]

**UNDERCOVER COPS CS #019 MATT GABLES**



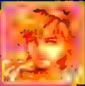


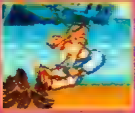
DRIVER: Overhead toss [illegible]



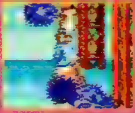
SPECIAL: Fiery ground [illegible]

**UNDERCOVER COPS CS #189 ROSA FELDMONDE**





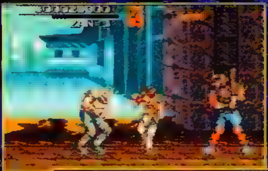
FLYIN' FANNY: No explanation necessary



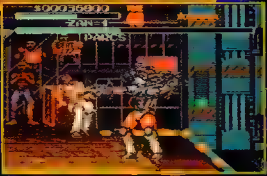
SPECIAL: [illegible]

## LEVEL 1: THE DOCKS

Fight your way across the docks! The Boss is a big robot you must throw in a 20-ton press to destroy!



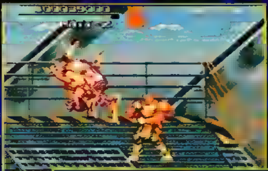
BADDIES WITH BATS:



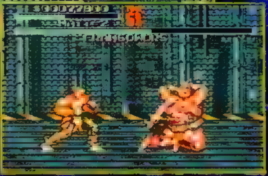
BOSS 1: PARCS

## LEVEL 2: HIGHWAY

Wrestle with baddies on an elevated highway! The obese Boss uses a jackhammer to make objects fall on your head!



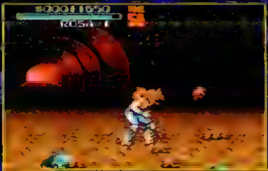
FLYING MID-BOSSES:



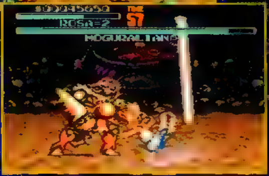
BOSS 2: FRANSOWORS

## LEVEL 3: SANDY BEACH

A rat-infested beach is your next level! The Boss is a burrowing robot with slashing claws and machine guns!



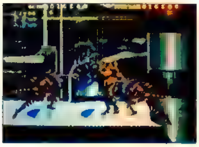
RATS AND LAND MINES:



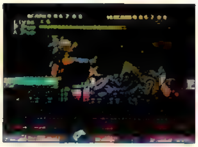
BOSS 3: MOGURALIANG

# THE BATTLE TO SURVIVE JUST GOT UGLY!

The Cosmic Clash of the Century!
ACTIVISION
ALIEN vs PREDATOR
SUPER NINTENDO ENTERTAINMENT SYSTEM



GAME BOY
ALIEN vs PREDATOR
ACTIVISION



Two titans of terror are about to square off in the most fearsome fighting the galaxy has ever seen! As a Predator Warrior, you'll battle dozens of deadly, double-jawed Alien beasts bent on your annihilation. But you're ready. A cloaking device makes you instantly invisible. You're armed to the teeth with spears, lasers, wrist-blades and killer kick-boxing maneuvers – Weapons you'll need to survive ten treacherous levels of claw-to-claw combat. Overcome swarms of Alien drones, warriors, chestbursters and face-huggers and you still face your ultimate challenge: a monstrous battle with the Alien Queen! Alien vs Predator, now face to hideous face for the very first time on Super NES and Game Boy from Activision.

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ALIEN VS PREDATOR IS AVAILABLE FOR YOUR GAME BOY AND SUPER NES. TO ORDER: SEE YOUR LOCAL RETAILER OR CALL 1-800-477-3650.

Alien and Predator TM & © 1993 Twentieth Century Fox Film Corporation. All rights reserved.

# Riddick Bowe Boxing

## FACT FILE

### RIDDICK BOWE BOXING

| MANUFACTURER | # OF PLAYERS |
|---|---|
| EXTREME | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | DECEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 4 MEG | 25+ |
| **THEME** | **% COMPLETE** |
| SPORTS | 100% |

Good evening ladies and gentleman! Welcome to tonight's main event, the heavyweight championship of the world! It is a once in a lifetime event, and you get the chance to lace up your boots, put on the gloves and go against the toughest fighter in the world. As you step into the ring, your mind becomes a total blur because you can't help but wonder if you've trained enough for this battle. It not only challenges your physical strength, but also your mental ability to outbox and outsmart the heavyweight champion of the world—Riddick Bowe. In Riddick Bowe Boxing, you and another player can choose between 25 boxers or have the option of creating a career boxer and fighting your way from 25th place to the number one spot. After creating your boxer, the wins and losses stats are saved in the game with a battery backup which is a very useful feature in the cart.

**THE GOOD**

There are enough options and different boxers to experiment with to keep players busy.

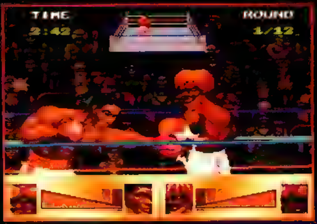
**THE BAD**

It is one of those games that if you play for more than five minutes, your hands start to cramp up.

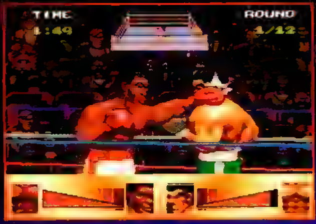
**THE UGLY**

The sound of the crowd gets to be annoying after a while, and the boxers look ugly after 12 rounds.

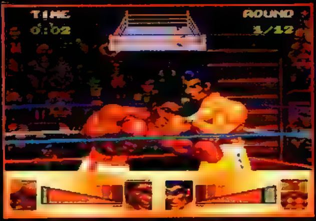
## LOW JAB



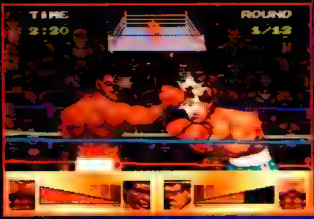
## HIGH JAB

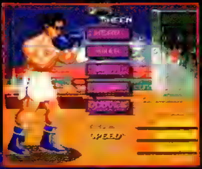


## LOW UPPERCUT



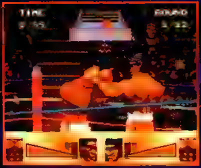
## HIGH UPPERCUT



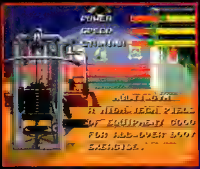


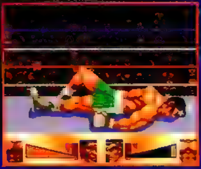
In the Career Mode, design the ultimate boxer by utilizing many of the game's customizing features.

When fighting, minimize the damage inflicted by opponents by blocking punches with your gloves.

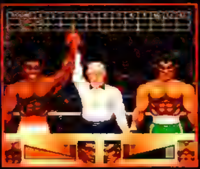


After the fight, it's back to the gym for some training to improve your power, speed and stamina.


POWER
SPEED
STAMINA
MULTI-GYM
A HIGH TECH PIECE OF EQUIPMENT GOOD FOR ALL-OVER BODY EXERCISE.



Keep an eye on your power meter, or you might be throwing in the towel sooner than you think.



Start your career ranked in 25th place, but fight all the way to the heavyweight championship.

It's going to take all your courage and plenty of training if you plan on winning this heavyweight belt.

# CHIPS &BITS

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'94
NHLPA
SUPER NINTENDO

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SECRET OF MANA
SUPER NINTENDO

**'SECRET OF MANA'** Evil has been released unto the world and Mana, which has been scattered to the four winds, is only force that can restore order. One warrior must undertake a journey to retrieve the parts. **$59**

ART OF FIGHTING
SUPER NINTENDO

**'ART OF FIGHTING'** Ryo must brave the mean streets in order to rescue his kidnapped sister. Team up and defeat the toughest fighters, each who possesses special skills that will be hard to counter. **$59**

EA SPORTS
MADDEN
NFL
'94

**'MADDEN FOOTBALL '94'** Madden is back in his fourth successful season in this 16 meg football game. Teams include 28 from 1992, 12 franchise all-star teams, 2 All Madden, and 38 all time Super Bowl teams. Play a season with playoffs and Super Bowl. Four players can play at the same time with adapter

| | |
|---|---|
| **Super NES** | **$52** |
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|---|---|
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| 4 Way Play Adaptor | $29 |
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| 6 Button Control Pad | $19 |
| Ascii Pad 6 Button | $28 |
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|---|---|
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| King of the Monsters 2 | $46 |
| Mortal Kombat | $52 |
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|---|---|
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| Might & Magic 2 or 3 | $54 |
| Phantasy Star 4 | $69 |
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### GEN ADVENTURE

| | |
|---|---|
| Aladdin | $49 |
| Alien Vs Predator | $49 |
| Belle's Quest | $46 |
| Castlevania | $46 |
| Chester Cheetah 2 | $46 |
| Chuck Rock 2 (cart/CD) | $49 |
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| Desert Demolition w/RR | $43 |
| Dinosaurs for Hire | $44 |
| Dracula | $52 |
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| | |
|---|---|
| Dragons Lair **CD** | $49 |
| Golden Axe 3 | $49 |
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| Incredible Hulk | $54 |
| Indiana Jones **CD** | $43 |
| Jim Powers Lost Dim | $49 |
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| Last Act Hero(cart/CD) | $49 |
| Out of this World CD | $49 |
| Rebel Assault **CD** | $49 |
| Ren & Stimpy Show | $46 |
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| Rocket Knight Advent | $46 |
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| Star Trek:TNG **CD** | $54 |
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| Toe Jam & Earl 2 | $46 |
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### GEN SHOOTERS

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|---|---|
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| Gunstar Heroes | $44 |
| Lethal Enforcers w/gun | $69 |
| Ranger X | $43 |
| Silpheed **CD** | $43 |
| Soldier of Fortune | $54 |
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| | |
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| Pacific Theater Ops | $57 |
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### GEN SPORTS

| | |
|---|---|
| ESPN Baseball or FB | $54 |
| Joe Montana FB **CD** | $49 |
| Madden Football 94 | $54 |
| Mutant League Football | $39 |
| Mutant League Hockey | $49 |
| NBA BB (cart/CD) | $49 |
| NBA Jam Session | $54 |
| NBA Showdown | $56 |
| NFL Greatest Team **CD** | $49 |
| NFL SportsTalk FB 94 | $49 |
| NHL Hock 94(cart/CD) | $52 |
| Tecmo Super Bowl | $56 |
| Unnecessary Roughne | $56 |
| WWF.Wrestlemnia **CD** | $46 |
| WWF.Royal Rumble | $49 |
| Wimbledon Tennis | $46 |
| World Series Baseball | $49 |

### SNES HARDWARE

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|---|---|
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| Power Plug | $34 |
| Programmable Pad | $48 |
| Remote Control Pad | $39 |
| Sup MultiTap & Bomber | $59 |
| TopFighter 9 But Stick | $52 |
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### SNES ADVENTURE

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|---|---|
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| Jim Powers Lost Dimen | $54 |
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| | |
|---|---|
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| | |
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|---|---|
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| Clayfighter | $56 |
| Fatal Fury 2 | $59 |
| Final Fight 2 | $52 |
| King of the Monsters 2 | $52 |
| Mortal Kombat | $59 |
| Sengoku | $49 |
| Street Combat | $42 |
| Streetfighter 2 Turbo | $59 |
| TMNT.Tournament Fight | $56 |
| Ultimate Fighter | $56 |
| World Heroes | $64 |

### SNES SIMULATION

| | |
|---|---|
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| Super Battle Tank 2 | $54 |
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| Turn & Brn:No Fly Zone | $54 |
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### SNES SPORTS

| | |
|---|---|
| Brett Hull Hockey | $56 |
| ESPN Baseball or FB | $54 |
| Madden Football 94 | $52 |
| NBA Jam Session | $62 |
| NBA Showdown | $59 |
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| NHL Hockey 94 | $52 |
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| TKO 2 | $49 |
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| | |
|---|---|
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Buy any 4 in stock Genesis or Super Nintendo games and choose a 5th game free from the list below. Offer subject to change or cancellation without notice. Valid from November 1st through December 30th or while supplies last.

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Buy any 3 in stock Game Gear or Turbo Grafix games and choose a 4th game from the list below. Offer subject to change or cancellation without notice. Valid from November 1st through December 30th or while supplies last

**GAME GEAR**
Aerial Assault, Putt & Putter, Junction, Slider, Halley Wars, Woody Pop, Psychic World, Popils

**TURBO GRAFIX**
Parasol Stars, Boxyboy, Jack Nicklaus Golf (TurboChip Only)

EGM1293

# CLAYMATES

## FACT FILE

### CLAYMATES

| | | | |
|---|---|---|---|
| MANUFACTURER | INTERPLAY | # OF PLAYERS | 1 |
| DIFFICULTY | MODERATE | AVAILABLE | 1st Qtr. '94 |
| CARTRIDGE SIZE | 8 MEG | NUMBER OF LEVELS | 34+ |
| THEME | ACTION | % COMPLETE | 95% |

The story unfolds in Mudville, USA as your father, Professor Putty, has been busy trying to invent a serum to turn people into clay, believe it or not. The only problem is that Professor Putty doesn't realize that the evil Witch Doctor Jobo already has this mystical power, and is going to put a stop to anyone who tries to acquire it. The jealous Witch Doctor Jobe captures your father and transforms you into a ball of clay. To rescue your father from the evil clutches of Jobe is going to take all of your strength, courage and determination. Your adventure begins in your own backyard but will cover many areas throughout the world. Little does the Witch Doctor know that when he turned you into a ball of clay, he also gave you the ability to transform into different animals as you search for hidden pieces of clay throughout your vast journey across the globe. Claymates features large, complex levels, tons of power-ups and awesome bonus levels.

**THE GOOD**

Many areas are hard to reach because of the diversity of characters and their different abilities.

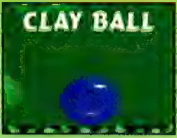
**THE BAD**

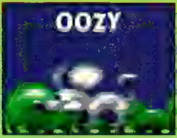
When you are reduced to the clay ball, the game gets very frustrating because of the lack of movement.

**THE UGLY**

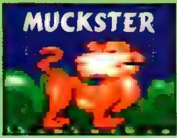
There's nothing ugly at all about this game, take a look at the first two Bosses and decide for yourself.

You start your adventure as the clay ball, with the abilities to jump and punch to either side.



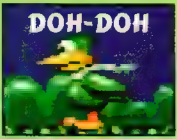


This radical rodent has the speed of a Ferrari, the roar of a tiger, and can fit anywhere.

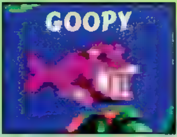


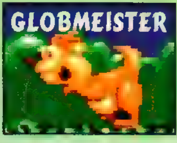
This cool kitty attacks with its front claws, and has the awesome ability to scale up the side of trees.

This daring duck loves to fly, but needs to learn how to stay in the air more than a couple seconds.

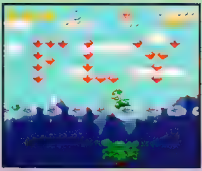


Goopy, the bubble-spitting Guppy is a must when exploring the underwater levels.

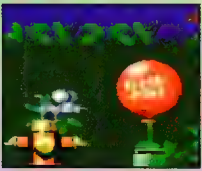




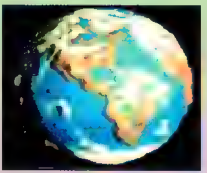
This gopher has one mean paw when it comes to tossing acorns. He loves digging deep holes.



There are many special hidden areas to find.

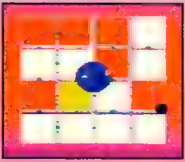


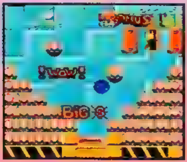
If you lose a life you can start over at a checkpoint.



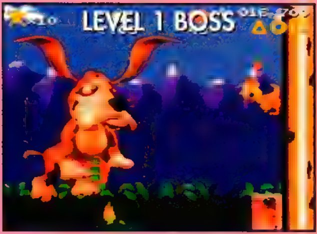
Claymates features great scaling and rotation.

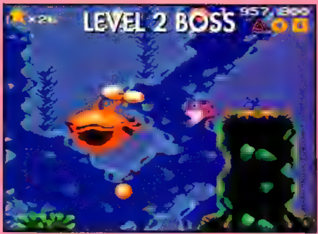
In this bonus level, the object is to bounce your clay ball onto the correct squares as they change colors.



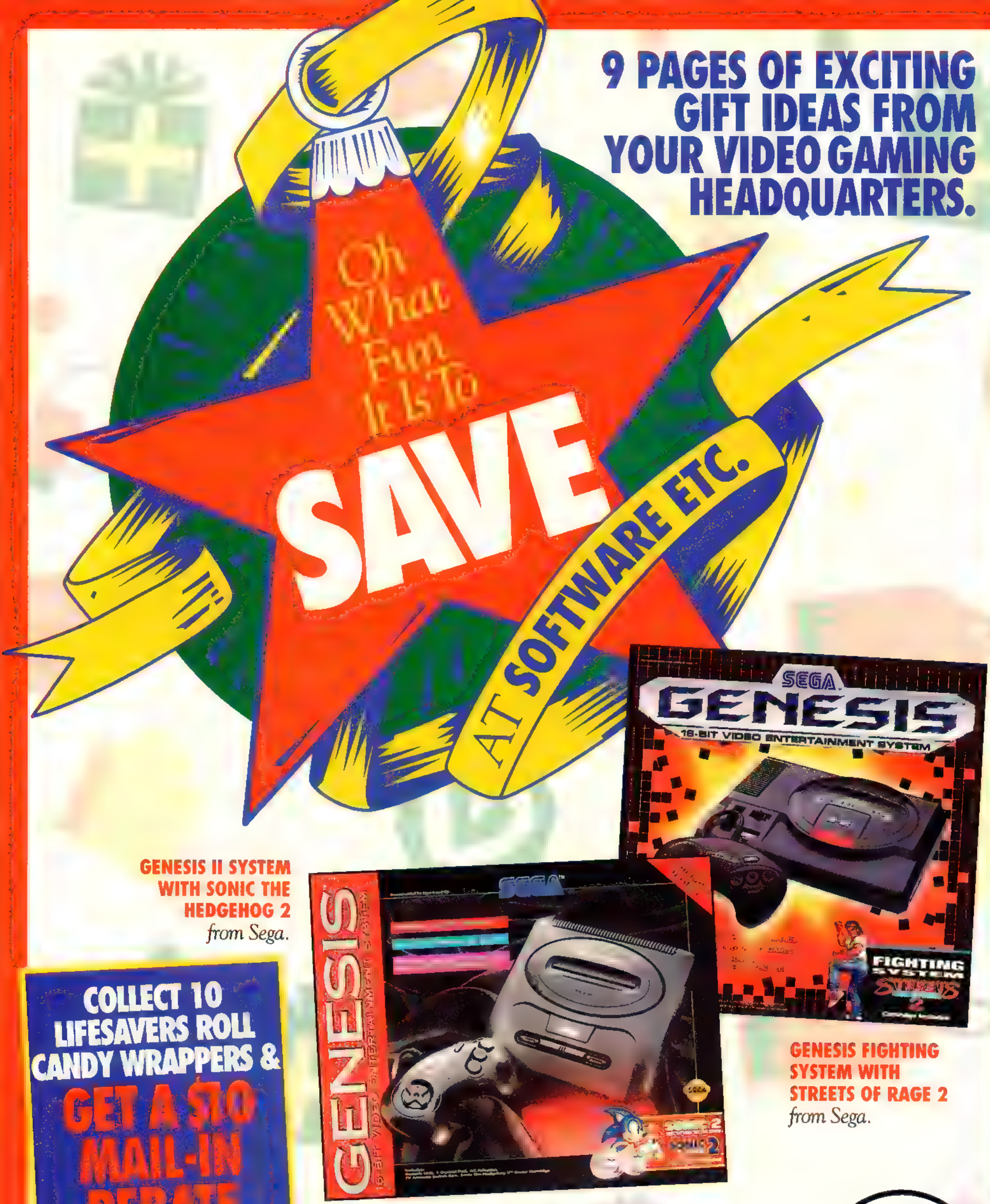


By finding all four letters of the word CLAY you can play the second bonus game called pachinko balls.





# 9 PAGES OF EXCITING GIFT IDEAS FROM YOUR VIDEO GAMING HEADQUARTERS.


Oh What Fun It Is To
SAVE
AT SOFTWARE ETC.
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GENESIS
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STREETS OF RAGE 2
SEGA
GENESIS
16-BIT VIDEO ENTERTAINMENT SYSTEM
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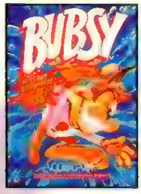

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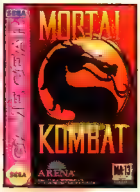

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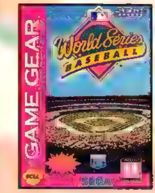

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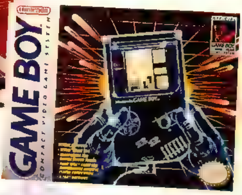

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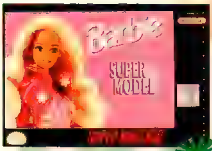
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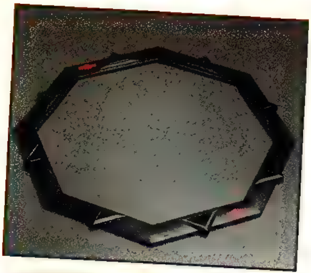

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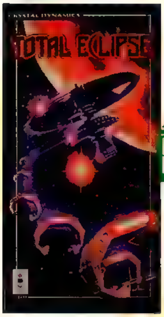
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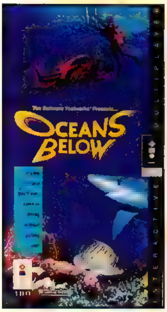
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No street fighter has ever seen fighters or fighting like this!
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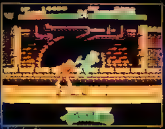
But be prepared, because Tournament Fighters for Super NES,® Sega Genesis and NES® puts a whole new face on fighting games. It's intense, one-on-one fighting that has every savage street hardened warrior drooling with anticipation.



**One game, three unique versions!**

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**Hit the streets and pound more than pavement!**

Roto Cutters, Dynamite Bombers, Chopper Chukers, Vacuum Waves, Electric Pile Drivers, you'll feel and inflict them all. If you think you've already experienced real street fighting, wait 'til Tournament Fighters lets you kick the (CENSORED) out of your enemies. So trash the surfboards, heave the 'za and pick a fight!

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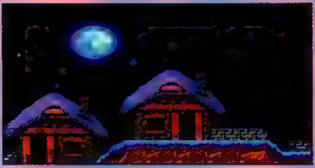
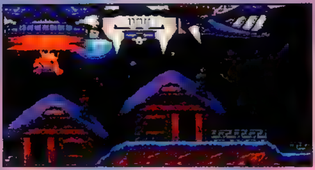
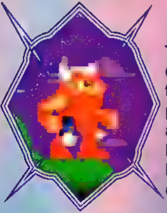
# THE LOST VIKINGS





## ERIK THE SWIFT

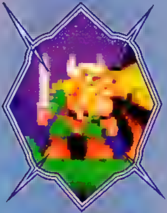


This Viking is the quickest of the three with the power to jump. He also has a hard head! He doesn't have any offensive or defensive skills.

While running use his head to bash through walls!

He can leap up high to reach icons.

## BALEOG THE BERSERKER

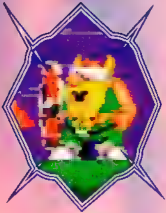


Baleog doesn't believe in defense—he's all offense. He has two different attacks: the sword and the bow. He is the fiercest Viking!

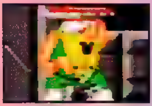
Use his arrows to kill enemies or hit switches.

His sword slash is good for killing enemies up close.

## OLAF THE STOUT



Olaf the Stout is the defensive Viking. No enemy or attack can penetrate his shield, which he holds in front of him or over his head.



Use the shield over your head to ward off things.

Block frontal assaults by holding the shield.

**THE GOOD**

This is an awesome light-hearted puzzle game with enough cool stuff to keep you going for hours!

**THE BAD**

If one of your Vikings should happen to die, you cannot complete the level, and have to start over.

**THE UGLY**

The way these poor guys die when they hit the lava. They just sort of dissolve!

THE LOST VIKINGS

### FACT FILE
### THE LOST VIKINGS

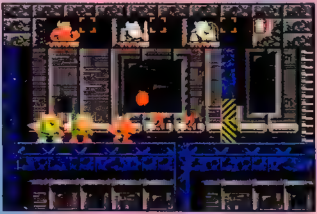
| | |
|---|---|
| MANUFACTURER | # OF PLAYERS |
| INTERPLAY | 1 OR 2 |
| DIFFICULTY | AVAILABLE |
| MODERATE | JANUARY |
| CARTRIDGE SIZE | NUMBER OF LEVELS |
| 8 MEG | 43 |
| THEME | % COMPLETE |
| PUZZLE | 90% |

After a long successful day of hunting, Erik the Swift, Baleog the Berserker, and Olaf the Stout settle down for a good night's rest. Later that night a huge space ship comes and kidnaps all three of them! They find themselves on a huge ship with no idea of what's going on. Little do they know they were captured by the evil Crutonain ruler, Tomator who plans to put them on exhibit. The Vikings try to escape only to find that every door takes them to a different land and time. They find themselves anywhere from ancient earth where dinosaurs are after them, to ancient Egyptian temples, all the while cracking jokes and making you laugh.

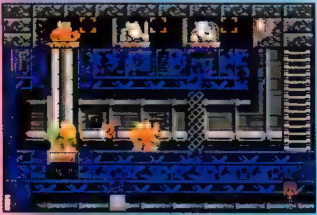
Join the Vikings in their quest to return to their homeland and their beloved women.

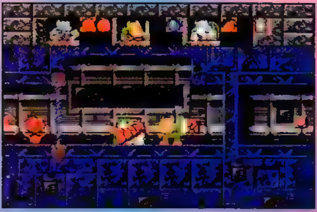
# the ship

The Vikings are now in a strange new world of technology and aliens. They must search through this ship in order to find a way out of their captivity. Try to use all of their skills to escape the traps that lie within.

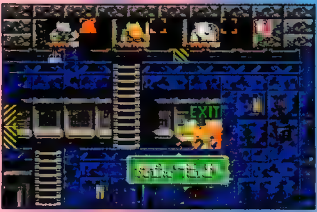


Hop on the elevator to reach different levels of the ship. When you come to a wall, and there is no way around it, just use Erik's hard head and smash through it! Don't worry, all he gets is a headache.





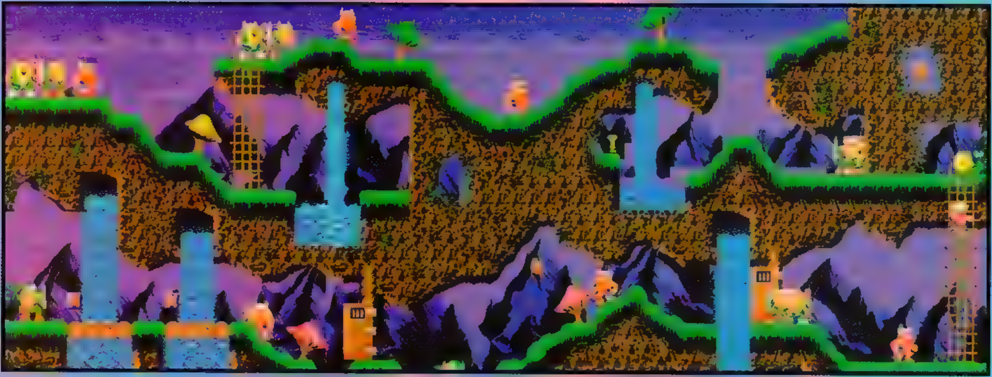
Use a bomb that you found earlier in the stage to blow up the computer that controls the security on the ship. Only then can you reach the only exit on this stage. Don't stand too close or you'll blow up too!



In order to get out, all three of the Vikings must make it to the exit. If even one dies all three will have to go through the level again. Listen to what these guys say, it's really funny and helps to tell the story!

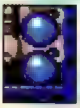
# PREhistoric times

Beware the giant snails and dinosaurs that rule this ancient land and search for the many hidden items you'll find stashed in the walls and ceiling.



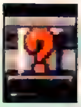
## viking icons

### BOMBS



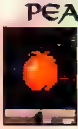
Bombs blow up the main computer.

### BLOCK



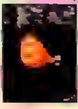
Gives you vital information and clues.

### PEACH



Restores one Viking's health point.

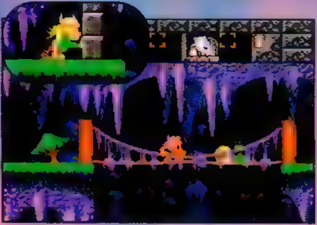
### MEAT

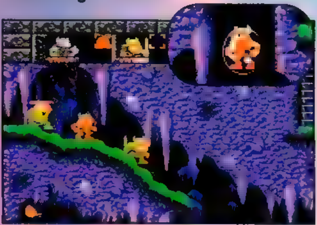


Restores all your Viking health.

# the caverns

In this underground world you will have to fight off attacks from monsters and cave dwellers alike. Giant spitting snails are everywhere and you can't always have a shield in front of you, so be careful! There is also a part where you have to ride a bubble to reach the next higher level!





# Build an insanely over-priced sports car. drive it as fast as possible. And laugh in the face of authority.

*{Just don't cry when you're sharing a cell with a big fat guy who picks his nose.}*

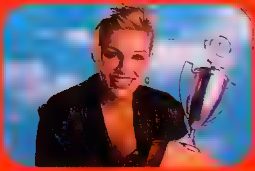
Revell POWER
EUROPEAN RACERS

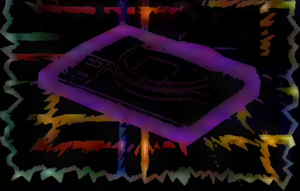
Break all kinds of laws in one of four European Racers. Integrated video clips give tips on equipment and weather conditions while you try to outrun the cops and race on four different tracks. 3-D animated instructions help you build a model of your car so you can remember what it looks like after you wrap it around a guard rail. Available for IBM on CD-ROM and Sega CD.

The model makes the game better. The game makes the model better.™

EUROPEAN
RACERS

The game has tons of cool video clips just like this one. Only different.





# NFL FOOTBALL '94 STARRING JOE MONTANA

## FACT FILE

### NFL FOOTBALL '94

| MANUFACTURER | # OF PLAYERS |
|---|---|
| SEGA | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 16 MEG | N/A |
| **THEME** | **% COMPLETE** |
| SPORTS | 100% |

Joe Montana takes his game to an even higher level. Now it's on the video game screen with all the thrills and excitement of the gridiron.

Choose from 20 NFL teams with their 1993-94 roster and grind it out through an entire season. You can pick from a huge assortment of plays, then listen to the play-by-play commentary. There is a cool zoom feature that takes place when you need a closer look at the action. The best feature is the passing cursor where you can pass to any receiver anywhere on the field. This takes some precision timing. This game really scores big!

**THE GOOD**

All the NFL teams make this pigskin classic closer to the real thing. Great tackles and grunt sounds!

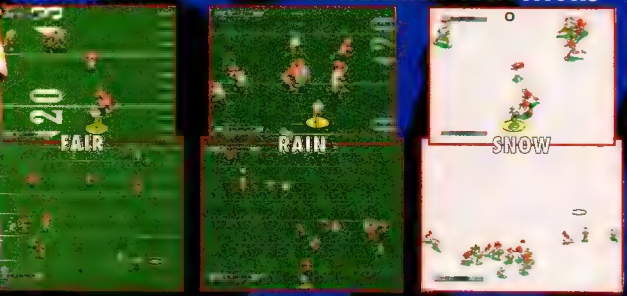
**THE BAD**

The play-by-play commentary can beannoying to some. At least you have the option to turn it off.

**THE UGLY**

You can totally clock some unsuspecting ball carrier splat-flat on the ground. Pancakes anyone?

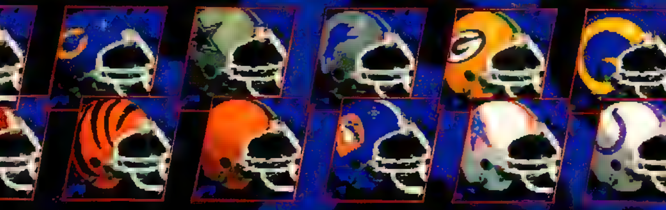
## PLAY IN THREE DIFFERENT WEATHER CONDITIONS



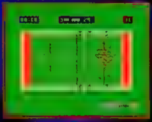
FAIR

RAIN

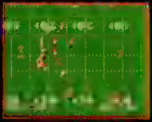
SNOW



## CHOOSE TO PLAY A GAME FROM MANY DIFFERENT PERSPECTIVES

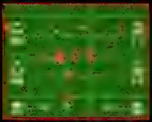


**BLIMP**

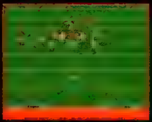


**HORIZONTAL**

**VERTICAL DEF**



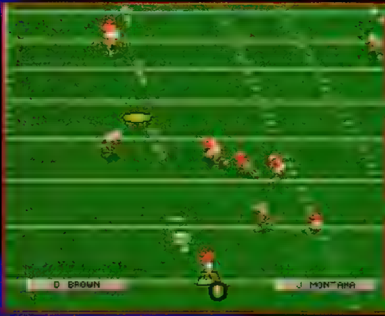
**VERTICAL OFF**



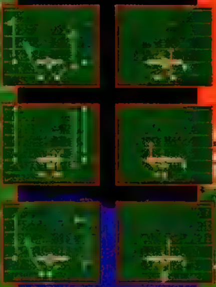
**VERT. PER DEF**

**VERT. PER OFF**

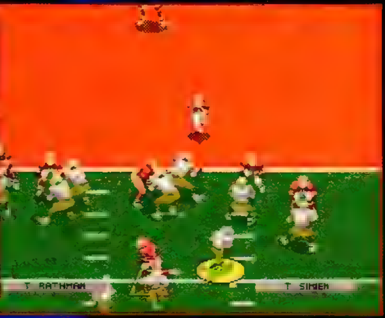
## PASSING OFFENSE


D BROWN
J MONTANA

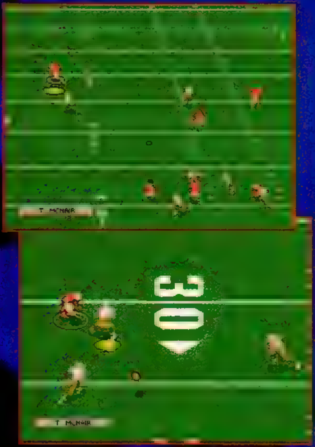
## WHAT A PLAY!!



## RUN OFFENSE

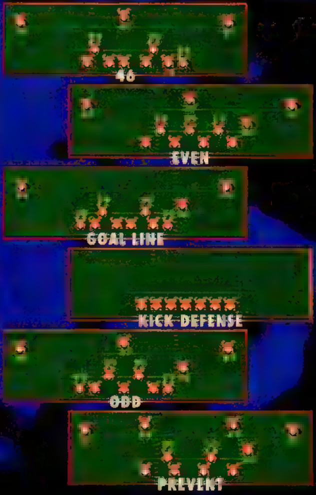

T RATHMAN
T SIMIEN

## UNIQUE PASSING

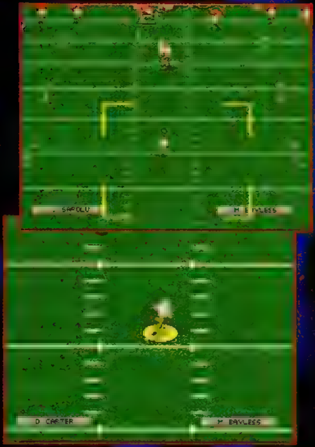

T MCNAIR
30
T MCNAIR

Using a cursor move around, passing to any open receivers anywhere on the field.

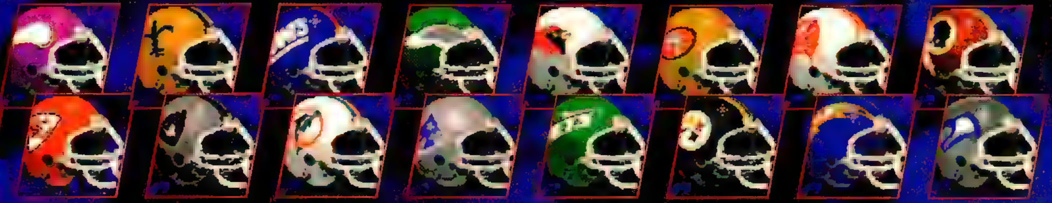
## DEFENSIVE FORMATIONS

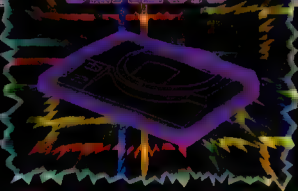

46
EVEN
GOAL LINE
KICK DEFENSE
ODD
PREVENT

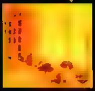
## ZOOM FEATURE


SAPOLU
M BAYLESS
D CARTER
M BAYLESS

When you need a closer look at the fast-paced action, use the zoom feature.







# T2 JUDGMENT DAY

TERMINATOR 2
JUDGMENT DAY

**FACT FILE**

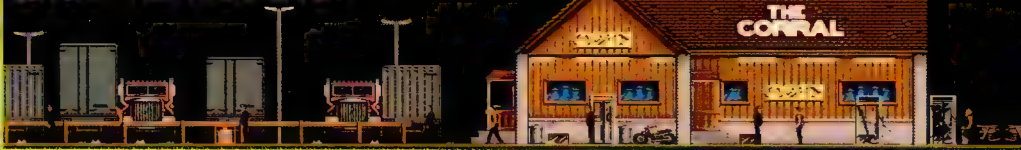
**T2 JUDGMENT DAY**

| | |
|---|---|
| **MANUFACTURER** | **# OF PLAYERS** |
| [illegible] | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| [illegible] | [illegible] |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| [illegible] | 8 |
| **THEME** | **% COMPLETE** |
| Action | 100% |

First there was T2: The Arcade Game with the Menacer, now there is T2: Judgment Day! This game is more along the plot of the movie, with each level based on a scene from the hit flick. You control the T-800, and you must protect John Connor from the menacing T-1000 that can melt itself into any form. There are several vertical- and horizontally-scrolling levels, including some overhead perspective driving sequences to take you from place to place. However, the T-800 has a limited power supply that gets diminished with each hit it takes. You start with your power at 100 percent. Once that is explored, there is a backup power supply that gives you 50 percent more power. Give your power meter a boost by finding some of the recharger items hidden in the levels. There are also plenty of weapons to find needing ammunition, like shotguns and machine guns, so find the ammo to keep them reloaded! If John Connor is killed anywhere during the game, you will be transported back to the future and the game will end. Save the world with a Terminator in T2: Judgment Day, or face a nuclear fate.

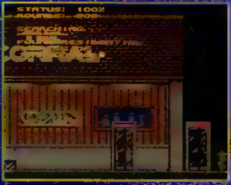
PRIMARY DIRECTIVES:
Each of the levels has several doors you must enter to find items or people you are programmed to protect! In each level, you must find and collect future objects. These are pieces of technology sent back in time that will be found by Skynet and be used to build their super computer! When you see one of these items, shoot the top of it and collect the item inside by kneeling over it! In each level, collect every object in order to exit the level.

## LEVEL 1: THE TRUCKSTOP



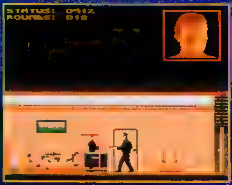
## LEVEL ONE T2 TRUCKSTOP

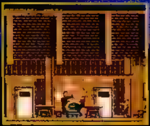
Just transported into the past, acquire clothing, weapons and John Connor's address. You can inspect items by getting in front (or behind) them and pressing UP. To get weapons and other items on the floor, get over the item and crouch down while pressing B.



## LEVEL TWO T2 JOHN CONNOR'S HOUSE

This is your first overhead driving scene! Use the compass at the top of the screen to show where you have to go. At John Connor's house, shoot the alarm out first, then enter the house in search of future items and John's ID. The T-1000 will meet you here.





Terminator © 1991 Carolco Pictures Inc. (USA & Canada) Carolco Intl.

## PROFILE DATA T2 THE TERMINATOR: A REPROGRAMMED T-800, MODEL 101

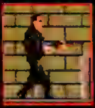
This time you control the Terminator! Your primary goal: protect John Connor!

### TERMINATOR: CYBERDINE SERIES SPECIFICATIONS: SERIES T800 MODEL 101

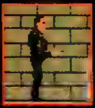
PRIMARY BATTERY EFFICIENCY: 100 percent
BATTERY EFFICIENCY IS REDUCED BY TAKING DAMAGE.
BATTERY EFFICIENCY IS RESTORED BY ACQUIRING FIRST AID PACKETS.
SECONDARY POWER: 50 percent
WHEN PRIMARY BATTERIES REACH 0% EFFICIENCY, POWER WILL BE REROUTED FROM SECONDARY POWER SOURCE AT 50 percent EFFICIENCY.
WHEN THIS IS EXHAUSTED, UNIT SHUTDOWN WILL OCCUR.

### WEAPONS:

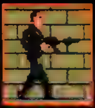
Find these helpful weapons hidden in the various levels:



SHOTGUN: Powerful short blasts



PISTOL: Fire single shots.

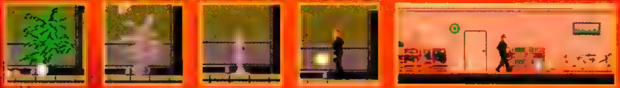


M-16: Powerful machine gun

## T-1000: PROFILE

The prototype T1000 Terminator is constructed of mimetic polyalloy, a form of liquid metal. It can turn itself into a variety of objects until ready to strike. You can deter the T-1000 by shooting it repeatedly, or by shooting an object that explodes near it. The T-1000 will be repelled by extreme heat or cold temperatures.

### A CAMOUFLAGED T-1000: YOU MUST ALWAYS BE ON GUARD



**THE GOOD**

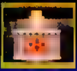
Finally! A game based on the movie, scene-by-scene.

**THE BAD**

The control needs work, and the mandatory hits during the driving scenes are maddening!

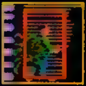
**THE UGLY**

You shoot several people during the game, and you're told they are "non-fatal wounds!"



FUTURE OBJECTS: "X" marks the spot for these items that must be collected in each level!

## FRIENDLIES: PROTECT THE CONNORS FROM THE T-1000



### JOHN CONNOR:

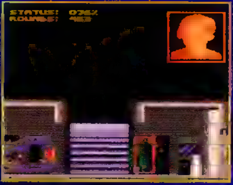
Your primary directive is to find and protect John Connor. You can find him at the arcade in the shopping mall. Make sure he doesn't get wounded too badly. If he dies, it's game over for you!

### SARAH CONNOR:

Find Sarah Connor in the Pescadero State Mental Hospital. Sarah will aid you in the mission by using firearms to help the Terminator! However, she will only leave the hospital if John is with you.

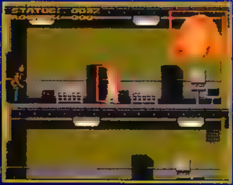
## LEVEL THREE T2 SHOPPING MALL

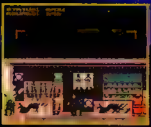
Search the mall for John Connor! However, make sure to take the machine gun out of the Guns 'N Ammo store! Find all the future objects first, then get John Connor out of the arcade. The T-1000 will be hot on your tail, so put him down as quickly as possible.

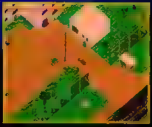


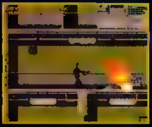
## LEVEL FOUR T2 PESCADERO HOSPITAL

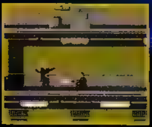
Find Sarah Connor through the halls of the mental hospital. There are several police officers and other employees that must be neutralized. Find the hospital's main computer to locate Sarah Connor and take John to her location in order for her to leave.







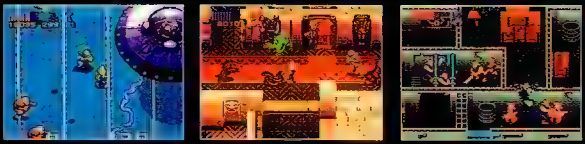




KONAMI® presents

# ZOMBIES ATE MY NEIGHBORS™

# "I LAUGHED. I CRIED. I SCREAMED BLOODY MURDER."



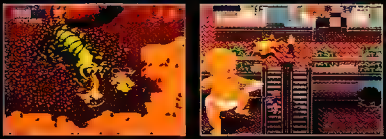
**Anita Placetohide**
*-Amityville Herald*

Only Konami® could bring something so demented and sick to your Super NES® and your Sega™ Genesis™ Action! Adventure! A real scream! A must see!!

# "55 levels of sheer terror. Not a dry seat in the house."

*-Washington Post Mortum*

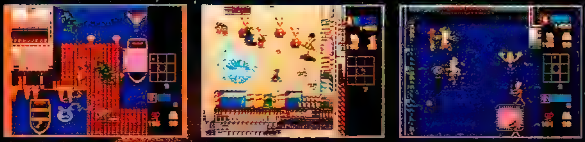
# "MORE FRIGHTENING THAN YOUR MOM AT A THRASH CONCERT."



**Slash Meehup**-*Rolling Tombstone*

Thrilling performances by two teenage stars who must save cheerleaders, babies and BBQ-happy neighbors from every monster that ever stalked the cineplex.

# "Somebody help me! Help me please!"



**B.A. Goner**-*New York Times Up*

Fifty-five B-horror movies rolled into one are now slaying in your neighborhood. Scream to the sounds of "Hedgemaze Chainsaw Mayhem," "Mars Needs Cheerleaders" and "Weird Kids on the Block." Find your way through a "chopping" mall, a grocery store, mysterious monster islands, a haunted [illegible] and your own Zombie infested backyard. Run, swim and trampoline over hedges to escape [illegible] of Zombies, Chainsaw Maniacs, Mummies, Evil Dolls, Lizard Men, Blobs, Vampires, [illegible] Martians and more. Or take them out with your uzi squirt gun, exploding soda pop, [illegible] and weed wackers. In a pinch use one of your collectible power-ups [illegible] secret potions and bobo clown decoys. Go it alone or as a Zombie squad of two. The game goes on and on and on. Run for your life! It just won't die!!

KONAMI
ZOMBIES ATE MY NEIGHBORS
55 Un-Deadly Levels!
SUPER NINTENDO
KONAMI
ZOMBIES ATE MY NEIGHBORS
GENESIS
SEGA

**KONAMI®**

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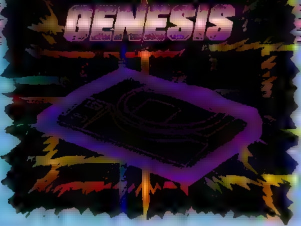


# BELLE'S QUEST

Disney's
Beauty and the Beast

Disney's
Beauty and the Beast

**FACT FILE**

**BELLE'S QUEST**

| MANUFACTURER | # OF PLAYERS |
|---|---|
| [illegible] | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| [illegible] | [illegible] |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| [illegible] | 5 |
| **THEME** | **% COMPLETE** |
| RPG | 100% |

Belle is on a quest to find her father, and will stop at nothing to find him. This will take her through forests and the castle, ultimately leading her to unlock the secrets of the west wing.

Along the way, Belle must also solve many puzzles. Figure out the riddles and solve mysteries in order to find her father and unlock the secrets of the enchanted castle. This game is a side-scrolling RPG that will additionally appeal to gamers because of the beautiful story. The characters in this game look just like the animated movie counterparts they are fashioned after.

**THE GOOD**

This game has a classic story line and is a great RPG for anyone.

**THE BAD**

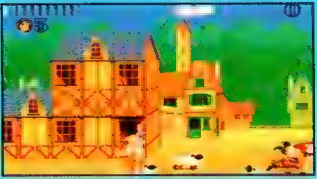
The game is geared toward younger gamers, so it may be a little easy for some people.

**THE UGLY**

The way Gaston throws himself at Belle! Please!

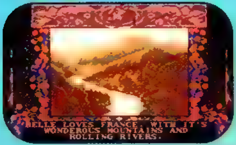
### THE ROAR

Send Belle into the background to avoid getting caught by Gaston.

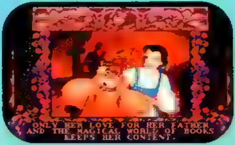


## THE VILLAGE

Take Belle to the village so that she can visit the book store. Be sure to talk to everyone you see! Remember what the Pumpkin Man has to say.

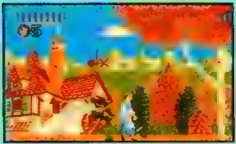


BELLE LOVES FRANCE, WITH IT'S WONDEROUS MOUNTAINS AND ROLLING RIVERS.

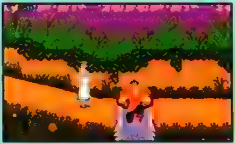


ONLY HER LOVE FOR HER FATHER AND THE MAGICAL WORLD OF BOOKS KEEPS HER CONTENT.

Leave your house for the village. You'll come across some scary birds—avoid them at all costs. Find out why everyone in the village is so sad.

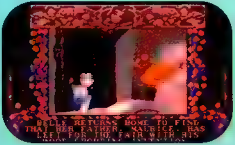


After you discover the boulder blocking the village's water supply, try to persuade Gaston to move it. Check the other side of the stream for a book.

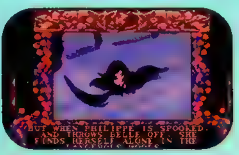


## THE FOREST

When Belle returns home, she discovers that her father is gone. She ventures out alone and gets lost in the forest.

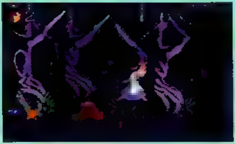


BELLE RETURNS HOME TO FIND THAT HER FATHER, MAURICE, HAS LEFT FOR THE FAIR WITH HIS

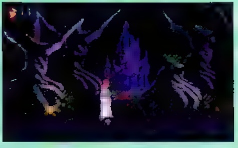


BUT WHEN PHILIPPE IS SPOOKED AND THROWS BELLE OFF, SHE FINDS HERSELF ALONE IN THE

Remember what the pumpkin farmer told you about the roses. It is the only way out of this forest. Watch out for the pigs—they're vicious.



If you follow the roses to the right and avoid all of the dangers in the enchanted forest, you will come upon a castle where Belle finds her father.



© The Walt Disney Company.

Disney's
Beauty
AND THE
BEAST

# ROAR OF THE BEAST

## FACT FILE
### ROAR OF THE BEAST

| MANUFACTURER | # OF PLAYERS |
|---|---|
| [illegible] | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| [illegible] | [illegible] |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| [illegible] | 12 |
| **THEME** | **% COMPLETE** |
| [illegible] | 100% |

**THE GOOD**

Fast-paced action adventure that also looks really good.

**THE BAD**

With so many on-screen enemies, it makes it a little hard to see them all, and it could lead to confusion.

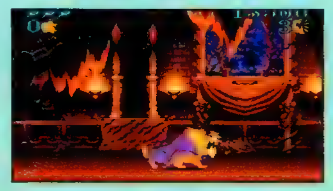
**THE UGLY**

The really big Boss bear—he's got teeth that can't possibly fit in his head!

The storm has enchanted the animals around the castle and the Beast must fight his way to the west wing to protect the enchanted rose. He must also fight the packs of killer wolves in the woods, plus ward off the villagers that raid the castle with a little help from Lumiere and Cogsworth. This is a game players will especially enjoy because of the intense action. Because this game is a side-scrolling action adventure with the Beast as the main character, he has many different forms of attacks. The Beast is ready to take on this challenge. See if you can make it to the final battle against Gaston.

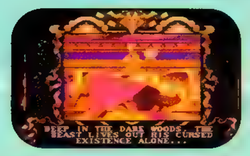
### THE ROAR

Use the roar of the Beast to freeze your enemies in their tracks.

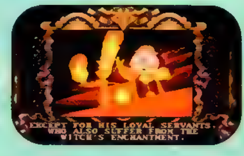


## PROTECT THE ROSE

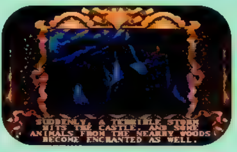
**During the storm, the creatures around the castle have become enchanted. The Beast rushes out to the west wing to protect the enchanted rose from harm. He must battle his way through the castle with a little help from his friends.**



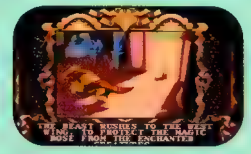
DEEP IN THE DARK WOODS, THE BEAST LIVES OUT HIS CURSED EXISTENCE ALONE...



EXCEPT FOR HIS LOYAL SERVANTS, WHO ALSO SUFFER FROM THE WITCH'S ENCHANTMENT.



SUDDENLY, A TERRIBLE STORM HITS THE CASTLE, AND SOME ANIMALS FROM THE NEARBY WOODS BECOME ENCHANTED AS WELL.



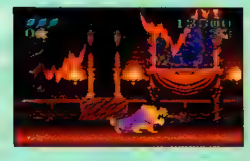
THE BEAST RUSHES TO THE WEST WING, TO PROTECT THE MAGIC ROSE FROM THE ENCHANTED

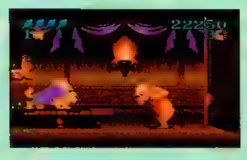
**The Beast has several different kinds of attacks, which include the short jab, the Big Roundhouse, the Dive and the awesome Bite.**

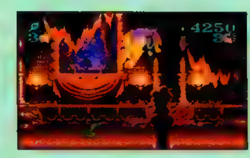
**This big bad bear is hanging out in the castle and he's not glad to see you. Use your short jab. However, don't get too close or he'll give you a hug.**

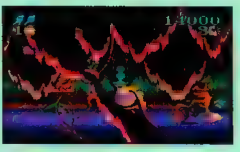
**Take a jump and then press the attack button to do a devastating Dive Bomb which is sure to defeat even the most stubborn bad guys.**

**The boars on this level are very fast so be sure to keep the Beast on his toes. Watch out for the bats flying around the castle.**









# LOTUS II RECS

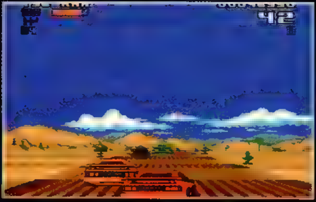
## FACT FILE

### LOTUS II

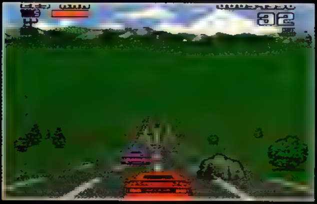
| MANUFACTURER | # OF PLAYERS |
|---|---|
| ELECTRONIC ARTS | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | DECEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 8 MEG | 13+ |
| **THEME** | **% COMPLETE** |
| RACING | 95% |

For those of you that have a need for speed look no further—Lotus II has it. This game is jam-packed with awesome racing action. Nerve-racking courses will keep you on your toes for hours. Choose from a Timed Mode, where you have a set amount of time to complete a stage, and Championship Mode, where you accumulate points depending on your finishing position. If playing both game Modes and tackling all of the different racetracks is not enough to keep you busy, then try constructing your very own track to your liking. Choose from different scenery, curves, length and difficulty. This great option is sure to make any race fan happy, so buckle up and punch it. VAROOM!!!

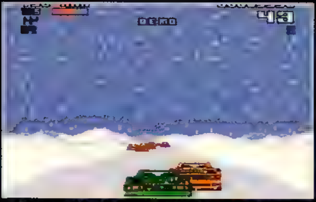
## SOME DIFFERENT RACING CONDITIONS



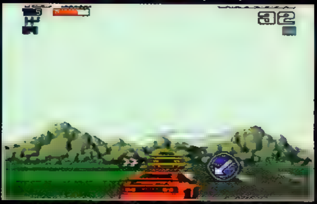
Nothing but sand and cacti here.



Watch out for rocks in your path!



Snow will adversely affect your driving.



Some tracks only have one open lane.

**THE GOOD**

There are a ton of tracks to choose from. If that isn't enough, you can design your own track.

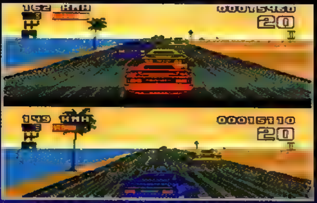
**THE BAD**

The play control is too forgiving, making most of the track a real blow-off.

**THE UGLY**

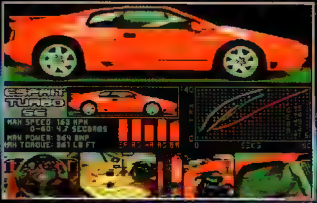
The sound effects are so annoying that you'll turn the volume off and make your own.

## HEAD TO HEAD



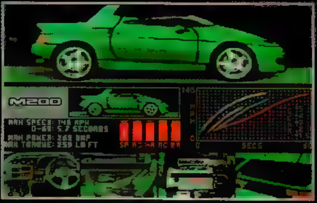
Race with a friend on a fast-paced split screen. Put the pedal to the metal!

## CAR SELECTION



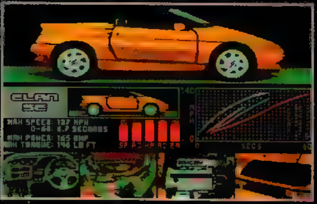
### ESPRIT TURBO SE

MAX SPEED: 163 MPH
0-60: 4.7 SECONDS
MAX POWER: 364 BHP
MAX TORQUE: 361 LB FT



### M200

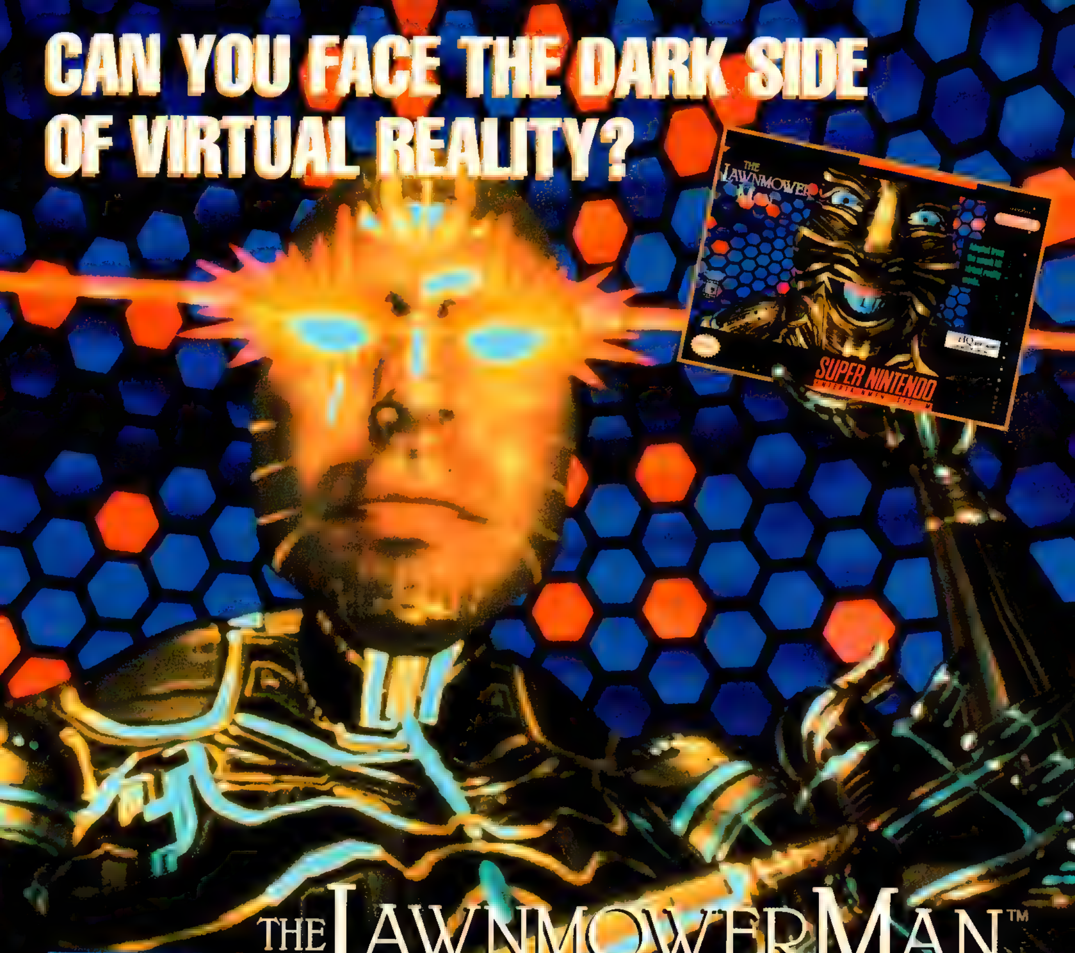
MAX SPEED: 148 MPH
0-60: 5.7 SECONDS
MAX POWER: 268 BHP
MAX TORQUE: 259 LB FT



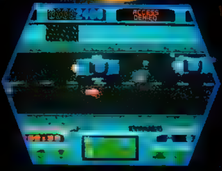
### M200

MAX SPEED: 137 MPH
0-60: 6.7 SECONDS
MAX POWER: 165 BHP
MAX TORQUE: 148 LB FT

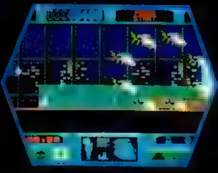
# CAN YOU FACE THE DARK SIDE OF VIRTUAL REALITY?



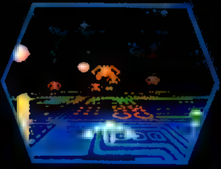
# THE LAWNMOWER MAN™



*In the real world, you will battle CyberJobe's minions.*



*A seemingly normal office building becomes a den of nightmarish danger.*



*In the Virtual Worlds, you will encounter terrifying manifestations of Virtual Reality.*

As a movie, The Lawnmower Man exploded the limits of graphics technology. As a game, it will blow your mind with a dazzling blend of breathtaking 3D and blockbusting action.

It all begins in the shadowy research agency known as 'The Shop'. Here, the brilliant scientist Dr. Angelo uses Jobe, a simple Lawnmower Man, as a guinea pig in his Virtual Reality experiment...and creates a monster, transforming him into the superhuman CyberJobe who vows to dominate mankind. Now the race is on to destroy The Shop before CyberJobe can break out of their computer system and reach the global computer network, from which he will be able to control and manipulate the world's computers.

**Nothing can prepare you for the amazing world of virtual reality...**

T•HQ SOFTWARE
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DEVELOPED AND PRODUCED BY SALES CURVE

LICENSED BY Nintendo

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

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# WINTER OLYMPIC GAMES

**THE GOOD**

The control of this game is realistic. Once you get the hang of it, competing is lots of fun!

**THE BAD**

Even the mini Olympics is pretty long. It may get a little tired after the fifth or sixth event.

**THE UGLY**

The animation of the people on the option screens!

## OPTIONS

Play Olympics, Training Mode or do a mini-Olympics

Lillehammer '94

Winter Olympic Games comes after its very successful predecessor, Olympic Gold: Barcelona 1992. This game starts with a cool torch lighting ceremony. When the gold medals are won, it plays the winners' National Anthem. In this game you can compete in 10 different events, in full blown Olympics, mini-Olympics or in a Training Mode. The events include downhill skiing, ice skating, luge, bobsledding and even the ski jump!

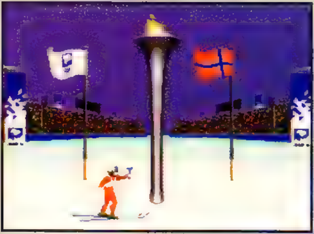
### FACT FILE

**WINTER OLYMPIC GAMES**

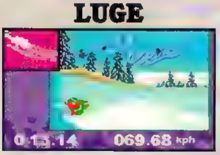
| MANUFACTURER | # OF PLAYERS |
|---|---|
| U.S GOLD | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | [illegible] |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 16 MEG | 10 |
| **THEME** | **% COMPLETE** |
| SPORTS | 100% |

## LIGHT THE TORCH

The torch will be lit this winter and this game is right in time to join it!

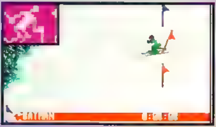


## LUGE



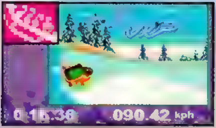
A tiny one man toboggan is all that is between you and the ice. Total excitement!

## SLALOM



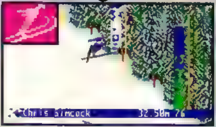
This course is short, but it requires precise control because the gates are close.

## BOBSLED



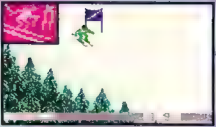
Fly around the course at terrifying speeds, while you try to stay on course.

## SKI JUMP



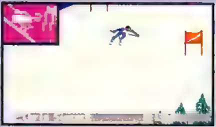
Fly through the air. Then try to keep it together for the landing!

## GIANT SLALOM



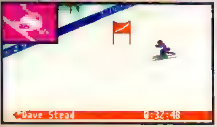
Go through the gates while keeping your speed up on this huge hill.

## SUPER G



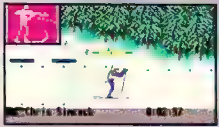
This course is a combination of downhill and the giant slalom.

## DOWNHILL



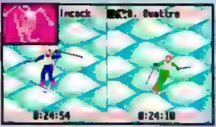
Race down this hill at a blistering 70 mph!

## BIATHLON



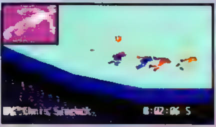
You'll need endurance and marksmanship here.

## MOGULS



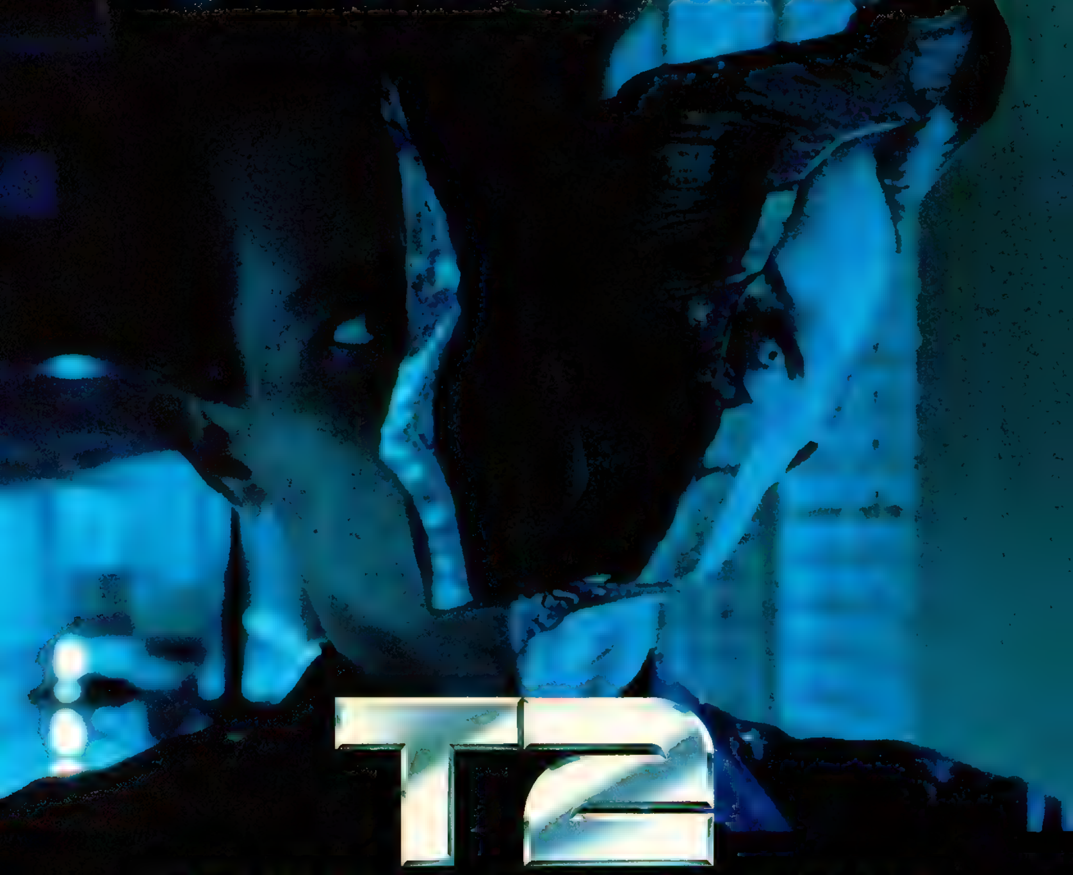
Freestyle your way down the bumpy course.

## SPEED RACING



Fly around the track in this fast-paced race.

# A SNEAK PEEK OF WHAT'S TO COME!



## THE HEAVY METAL EYE OPENER ARRIVES IN DECEMBER

GENESIS™ SUPER NINTENDO ENTERTAINMENT SYSTEM GAME GEAR™

Acclaim entertainment inc.

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# DRAGON'S REVENGE

## FACT FILE

### DRAGON'S REVENGE

| MANUFACTURER | # OF PLAYERS |
|---|---|
| TENGEN | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| [illegible] | 10 |
| **THEME** | **% COMPLETE** |
| ACTION | 95% |

Tengen's long awaited sequel to their hit pinball game Dragon's Fury is finally here! Dragon's Revenge is a multi-level, fast-moving extravaganza which features some of the most intense pinball action around.

You can play Dragon's Revenge alone or with another player. There are also bonus rounds to conquer. These can be accessed by lighting certain areas of the playing field. These bonus rounds range from the weird to the downright bizarre!

The controls are easy to learn. Use your pad to control the left flippers, and button "B" to control the right flippers. You can tilt the board by using buttons "A" and "C." Be careful not to tilt the machine or you will lose a ball.

If you're a real pinball afficionado, you'll go berserk over Tengen's Dragon's Revenge. So limber up your flipper fingers and get ready for some serious pinball mayhem!

**THE GOOD**

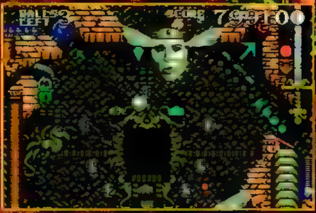
Dragon's Revenge has some really fast-paced pinball action! Fans of video pinball will enjoy it.

**THE BAD**

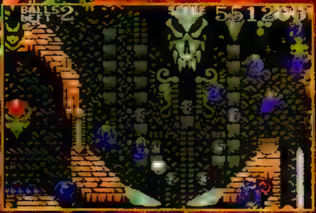
Video pinball games are cool, but sometimes there's no substitute for real pinball.

**THE UGLY**

The bonus rounds! Some of them are just okay. Nice attention-getting graphics!

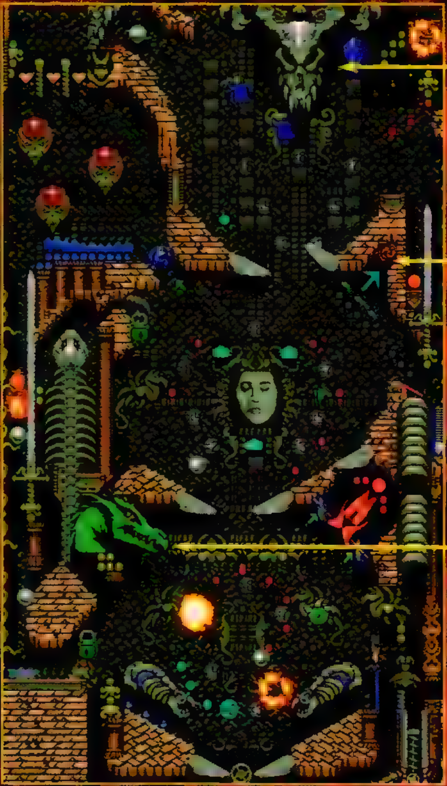


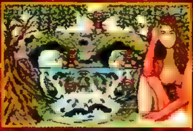
If you hit the glowing green diamond when the head is floating, you'll get a free ball.



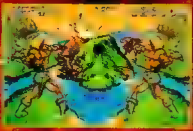
Try to use your dual-action flippers effectively to keep the steel ball rolling!

## MULTIPLE BONUS LEVELS

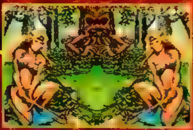




Knock these little guys off of their perches for some big points!



Killer birds will swoop down at you and try to throw off your shooting. Afterward, you must attempt to blast a bigger bird who lives in a cave in the hill. Try not to get distracted!



This one's a real pain! The big tree will spit spiders (yuck!) at you. After that, shoot the tree's arms off and they'll become smaller trees. Blast these, and you're pretty much home free!

Are you a Sega-maniac? Or an SNES success? Would you rather duke it out in the street? Or at an altitude of 30,000 feet?

No matter how you play the game—or what games you play—QuickShot is behind you all the way. With a full lineup of high-quality joysticks, arcade-style controllers, and thumb-control pads. And the best prices anywhere.

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**QuickShot**®

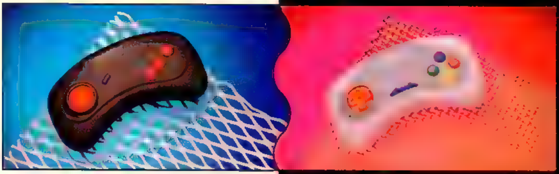
*It's how you play the game.*

# WE'RE ON YOUR SIDE NO MATTER WHICH SIDE YOU'RE ON.

**SEGA GENESIS® SYSTEMS** **SUPER NINTENDO® SYSTEMS**

**STARFIGHTER™**
**QS181**

*More thumbs-on excitement!*

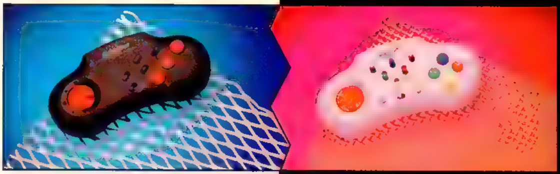


**SUPERCON™**
**QS182**

*Fast fun for thumb people!*

**INVADER 3™**
**QS183**

*Take on the toughest contenders with turbo-ease.*

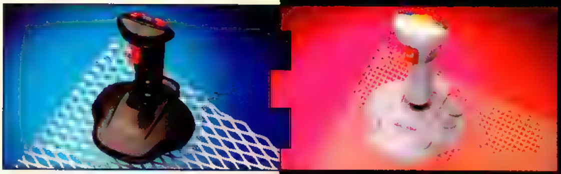


**INVADER 2™**
**QS184**

*Blast the competition with high-speed turbo power.*

**PYTHON 3™**
**QS135**

*Get a grip on the action with cutting-edge control.*



**PYTHON 2B™**
**QS197**

*The only SNES controller for joystick fanatics.*

**MAVERICK 3™**
**QS162**

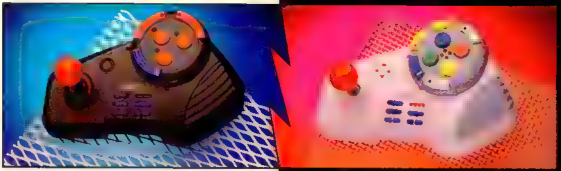
*Get powerful arcade-style performance—to go!*

**MAVERICK 2™**
**QS190**

*Deliver your best shots with arcade accuracy.*

**CONQUEROR 3™**
**QS185**

*This programmable controller remembers your moves.*



**CONQUEROR 2™**
**QS186**

*Program and play back your best action sequences.*

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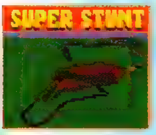
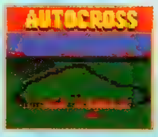
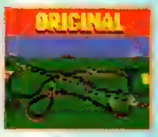
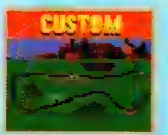
# Race Drivin'

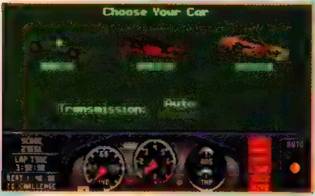
Attention racers, start your engines! If you have ever dreamed of being a stunt driver or just feel the need for speed from time to time, then Race Drivin' is your game. You don't need to strap on a helmet or buy a pair of those fancy racing gloves—all you need is a Sega Genesis and this great new cart. The game has three courses adapted from the coin-op original and an added custom track, allowing you to experience the banked curves and the awesome 360 degree loop on your own custom designed racetrack. With polygon-style graphics and a variety of options, Race Drivin' should appeal to the racer in all of us. Don't forget to buckle up and remember to stay on your side of the road!


SUPER STUNT

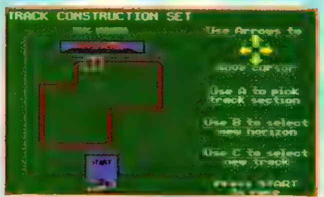




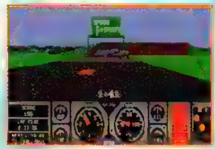



Choose Your Car
Transmission: Auto

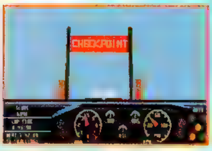
Choose between three different cars with either automatic or manual transmissions.


TRACK CONSTRUCTION SET
Use Arrows to move cursor
Use A to pick track section
Use B to select new horizon
Use C to select new track
START

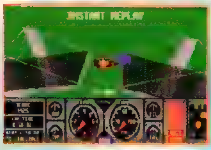
Use your own imagination and creativity to build a track in the Custom Mode.



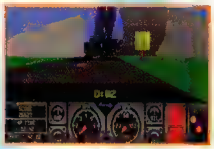
You can choose to compete on either the speed or the twisty stunt track.


CHECKPOINT

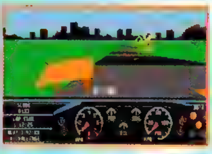
You must reach the checkpoints in order to gain extra time to finish the race.


INSTANT REPLAY

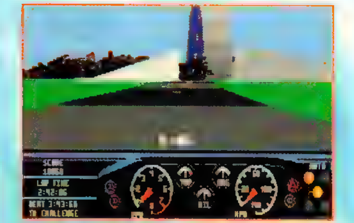
The instant replay feature shows a top view of the crashes and collisions.



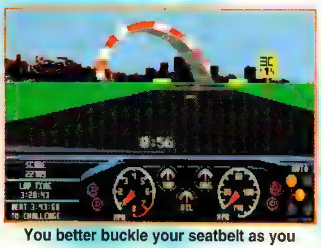
Pay close attention to the helpful speed limit signs when on the stunt tracks.



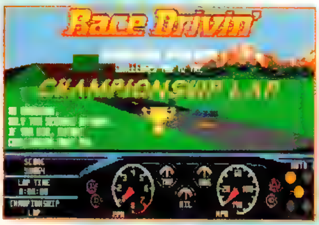
You may see farm animals wander onto the track once in a while.


SCORE
LAP TIME
2:42:06
BEAT 3:43:60
TO CHALLENGE

Make sure to gain enough speed as you approach the huge 360 degree loop.


0:56
SCORE
LAP TIME
3:20:43
BEAT 3:43:60
TO CHALLENGE

You better buckle your seatbelt as you prepare yourself for the double corkscrew.


Race Drivin'
CHAMPIONSHIP LAP

Finishing with a good lap time gives you the chance to race against the computer.

Race Drivin'

## FACT FILE

### RACE DRIVIN'

| MANUFACTURER | # OF PLAYERS |
|---|---|
| TENGEN | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 4 MEG | 5+ |
| **THEME** | **% COMPLETE** |
| DRIVING | 95% |

### THE GOOD

All three tracks from the arcade coin-op are intact, and the track construction is a cool feature.

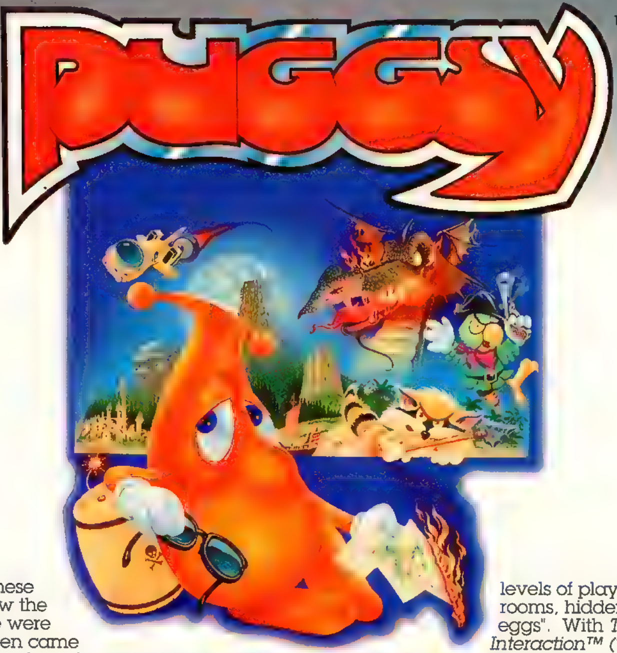
### THE BAD

The graphics get a bit choppy at times, and the cars don't seem to differ in the handling aspects.

### THE UGLY

The instant replay feature never lets you forget just how ugly an accident can be.

# FASTER THAN A SPEEDING BULLET... NOT!



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude all his own. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

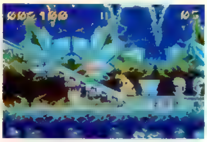
Puggsy takes you through 50 plus levels of play, filled with secret rooms, hidden levels and "Easter eggs". With *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms ( no rodent's ever done that) to control forty different objects, solving puzzles and zapping over one hundred different alien creatures, as he waddles his way through seventeen bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.

If you can't find this game at your favorite retailer call: (800) 438-7794 (GET PSYG) to order your copy today.

OFFICIAL SEGA SEAL OF QUALITY

GENESIS

SEGA
WELCOME TO THE NEXT LEVEL™



PSYGNOSIS

**Psygnosis**
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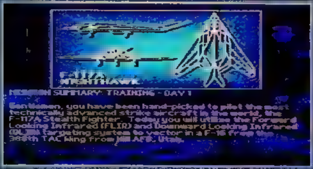
Cambridge, MA 02139
(617) 497-7794

# F-117 NIGHT STORM

## MISSION 1

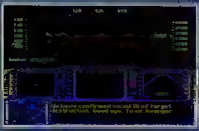


MISSION SUMMARY: TRAINING - DAY 1

Gentlemen, you have been hand-picked to pilot the most technically advanced strike aircraft in the world, the F-117A Stealth Fighter. Today you will utilize the Forward Looking Infrared (FLIR) and Downward Looking Infrared (DLIR) targeting system to vector in a F-16 from the 388th TAC Wing from Hill AFB, Utah.

In your first mission, you will be required to fly a training mission.

The bombs you drop will detonate automatically, but your aim has to be good.



We have confirmed visual ID of target destruction. Good eye. Toxic Avenger.

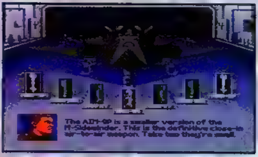
After you blow up the building, you will go back to the base for your next mission.

The F-117A is a covert stealth plane that was designed to sneak its way into high security and high priority areas. This aircraft is capable of dropping a 2000 pound bomb from 25000 feet into a one meter target area with complete accuracy! This bomber also has a radar absorbing hull so it does its job before anyone knows it was even there.

The Campaign Mode lets you fly missions that are mostly historical in nature. In the Arcade Mode, you can select the number of enemy aircraft and the time limit of your mission. This is one of the best flight games to ever come out!

## WEAPONRY

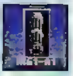
Pick the the weapons you want to take into battle with you!



Air-to-air missile.

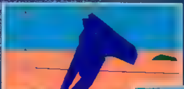
13 lbs. of explosives.

Paveway 3 bomb attack.

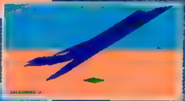


20mm cannon

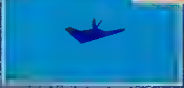
## VIEWS!



Follow View lets you see more than what you see normally.



Side View shows what is at your sides.



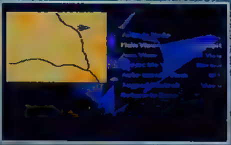
Pass View shows your plane zooming at high speeds.

NIGHT STORM

## FACT FILE
### F-117 NIGHT STORM

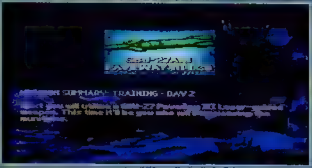
| MANUFACTURER | # OF PLAYERS |
|---|---|
| ELECTRONIC ARTS | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | DECEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 16 MEG | 30 |
| **THEME** | **% COMPLETE** |
| SIMULATION | 80% |

## CUSTOM WAR!



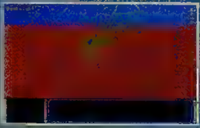
Use these options to choose the specifics of your mission.

## MISSION 2



MISSION SUMMARY: TRAINING - DAY 2

In Mission 2, you will be required to engage enemy fighters.



This radar station is one of yours. Don't target it or face one mad guy!

Your targets in this mission are the buildings next to the radar station.

**THE GOOD**

The graphics and story make this one of the better flight simulators out for game systems.

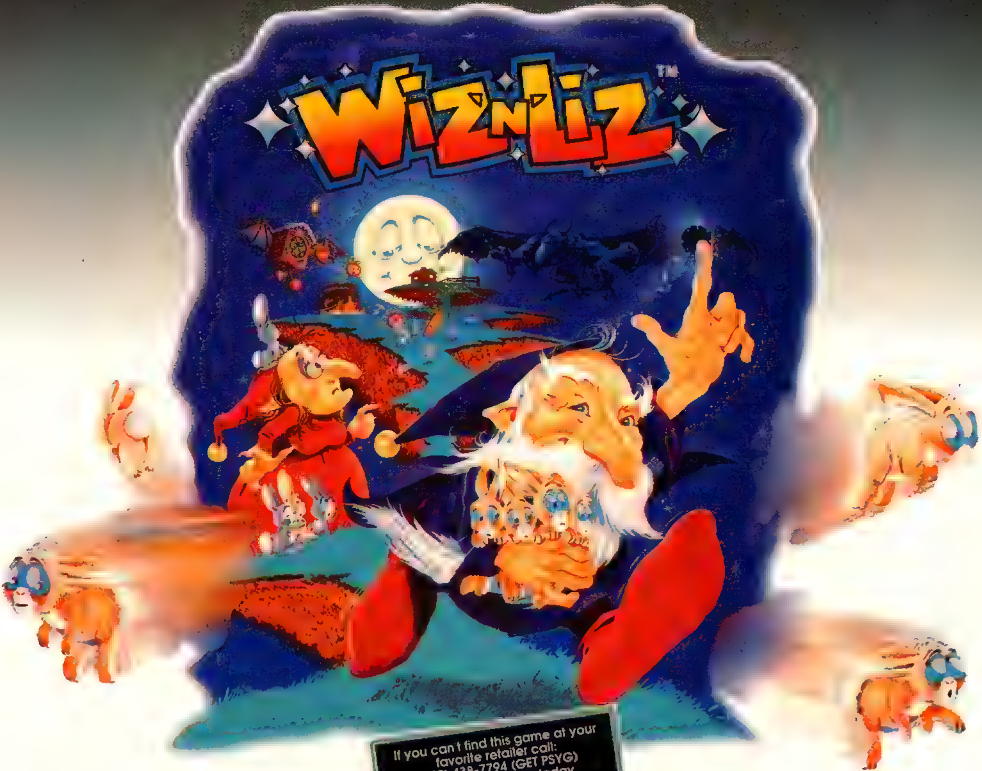
**THE BAD**

If you are not used to flight simulators, the control is a bit hard to learn.

**THE UGLY**

Putting yourself in the shot down plane and watching it crash!

# Catch'em if you can.



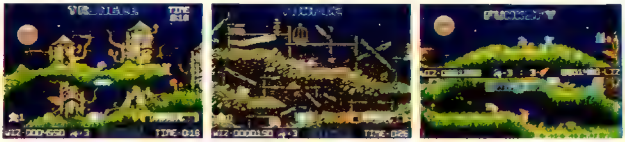
If you can't find this game at your favorite retailer call: (800) 438-7794 (GET PSYG) to order your copy today.

Wiz n' Liz have done it now.
They've lost their rabbits, man and how.
They may be good magicians, amazing young and old.
But that last spell they cast must have had a little mold.
Their hutch full of bunnies is now empty, it seems.
The rabbits are everywhere it's like a bad dream.
Now for Wiz and Liz, it's a frantic affair.
Racing to and fro to catch the last hare.

Join Wiz N' Liz in their frantic race to regain their wayward wabbits. Dash across the screen collecting rabbits and gaining bonus points by scooping up ingredients for spells. This one or two-player game is a fast, smooth playing, multidimensional, non-violent adventure that keeps you going at a furious pace. Chock full of hidden levels, puzzles and bonus games Wiz N' Liz will never cease to keep your attention. Multiple sound tracks, 360 pixel/second scrolling for super smooth animation and 56 levels of colorful graphics make this search for bunnies an exciting, whimsical journey through imaginary lands.

OFFICIAL SEGA SEAL OF QUALITY

SEGA GENESIS



PSYGNOSIS

**Psygnosis**
675 Massachusetts Ave.
Cambridge, MA 02139
(617) 497-7794

# SUPER NBA BASKETBALL

TECMO
SUPER
NBA
BASKETBALL

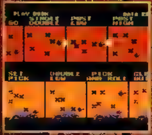
## FACT FILE

### SUPER NBA BASKETBALL

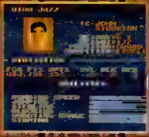
| MANUFACTURER | # OF PLAYERS |
|---|---|
| TECMO | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| [illegible] | [illegible] |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 8 MEG | N/A |
| **THEME** | **% COMPLETE** |
| SPORTS | 100% |

If you have ever dreamed of playing in the NBA, here is your chance. Tecmo Super NBA Basketball is as close to the real thing as you can get. Choose from all the real teams and players. You can play in preseason, season or even the all-star game. Some of the other options include changing the game speed and period length. Check out the individual leaders of field goals, points, blocks and steals. Finally, make a team selection to win the championship.

## SOME GAME OPTIONS



Scope out all the different plays.



Check out each player's stats.

**THE GOOD**

The game plays very well and the cinemas add a nice touch to the game.

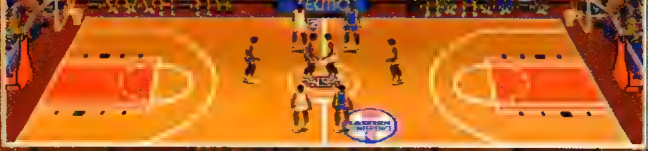
**THE BAD**

Until you get used to the play control, if you even breathe wrong you get called for a foul.

**THE UGLY**

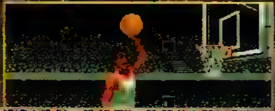
Drawing the offensive foul and watching the other player go flying into the announcers and crowd.

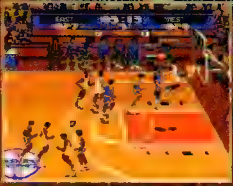
## PLAY IN THE ALL-STAR GAME



## FAST GAME ACTION WITH COOL CINEMAS

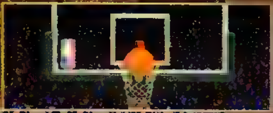
JAM

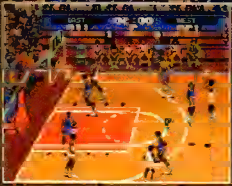




When you see an open lane, go for the jam you always dreamed of doing.

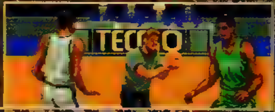
THREE

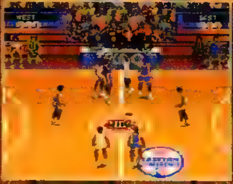




Shot clock is running down. Can't find a man open? Go for the big three.

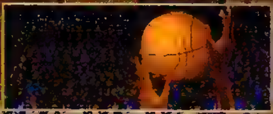
JUMP BALL

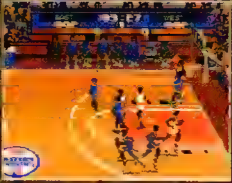




At the start of the game, the referee throws the ball in. Grab it for the advantage.

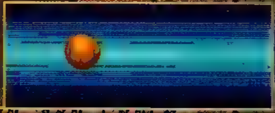
BLOCK

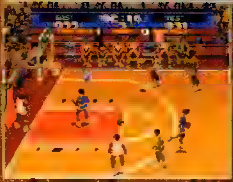




As your man goes for the shot, jump up with him and reject the field goal.

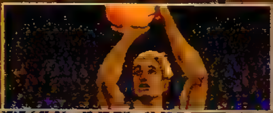
PASS

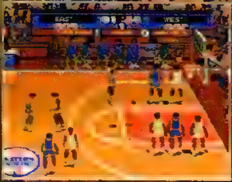




Don't waste the inbound pass—make sure you have a man wide open.

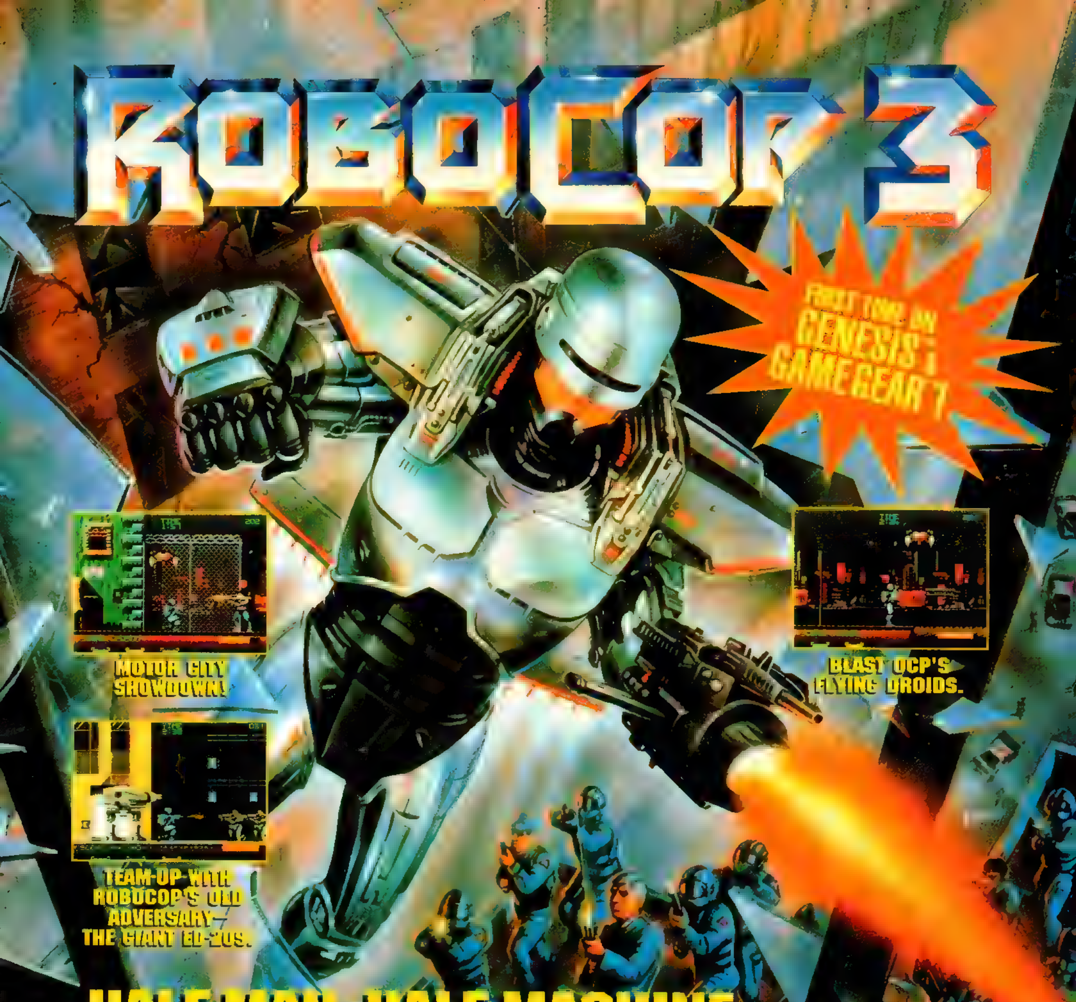
THE LINE





Draw the foul and step up to the free throw line to score two easy points.

# ROBOCOP 3


FIRST TIME ON GENESIS & GAME GEAR!
MOTOR CITY SHOWDOWN!
BLAST OCP'S FLYING DROIDS.
TEAM-UP WITH ROBOCOP'S OLD ADVERSARY— THE GIANT ED-209.

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GAME GEAR
ROBOCOP 3
GENESIS
ROBOCOP 3
FIRST
FLYING EDGE
SEGA
GA

SEGA GENESIS GAME GEAR FLYING EDGE SEGA

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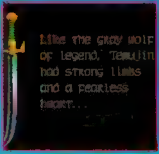
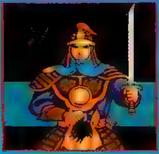

Like the grey wolf of legend, Temujin had strong limbs and a fearless heart...

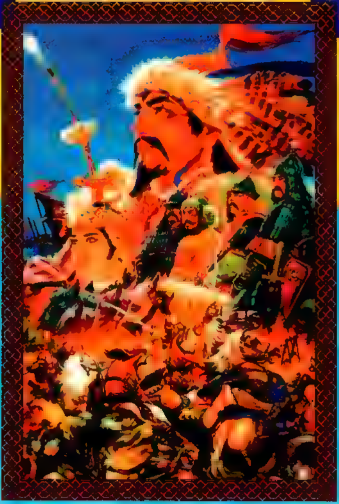
and cold, hungry eyes...

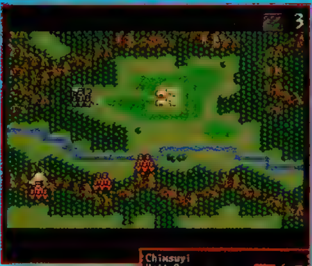


# Genghis KHAN II

Those who own a Genesis and have been dying to play a military sim that will provide hours of long term game play plus plenty of replay value won't be disappointed with this game! Enter the time period of Genghis Khan, whose conquests have made him immortal throughout history! But you just don't play one measly scenario—no siree! Here are three of the most burdensome campaigns the warrior-king embarked on! You must determine the outcome of these battles.

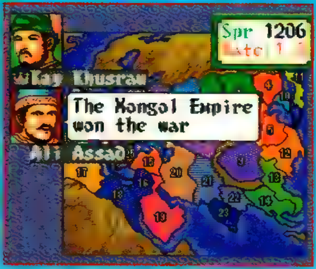
Detail is the strongest point of this game, next to the many options you have at your disposal. The wars can be viewed or controlled by you. You can even control each of your soldiers in battle with your option buttons! Of course if you just want to be quick about it—turn View Battles off for a faster time! Take care of your people and land, all the while conquering others! It is one of the most detailed historic sims to date!





Chinsuyi
Unit 2

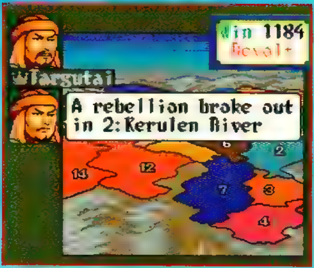
Run the strategy or choose to sit back and let the computer determine the outcome.


Spr 1206

Kay Khusrau

The Mongol Empire won the war

Ali Assad


Win 1184

Revolt

Targutai

A rebellion broke out in 2:Kerulen River

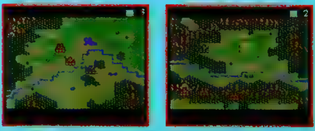
The second scenario has you attacking the countries of China and Japan!

Genghis KHAN II

## FACT FILE

### GENGHIS KHAN II

| MANUFACTURER | # OF PLAYERS |
|---|---|
| KOEI | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| HARD | DECEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 8 MEG | N/A |
| **THEME** | **% COMPLETE** |
| STRATEGY | 95% |



In this scenario, you must unite all of the Mongolian-Turkish tribes into one.

**THE GOOD**

For all war sim buffs, this one has excellent strategy depth and plenty of options for altering the style.

**THE BAD**

That a really great in-depth strategy game like this is brought out on an action/shooter motivated system.

**THE UGLY**

What's with the elongated battle scenes? Each person seems like they have 1,000 points of health!

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## FACT FILE

### FIDO DIDO

| MANUFACTURER | # OF PLAYERS |
|---|---|
| [illegible] | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | DECEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 8 MEG | 6+ |
| **THEME** | **% COMPLETE** |
| ACTION | 99% |

### THE GOOD

Fido has a ton of different items he can use in each level, which makes him a great character to play.

### THE BAD

It takes some time to get used to controlling Fido's moves.

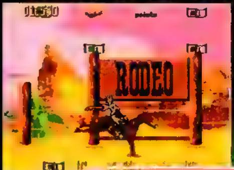
### THE UGLY

I hope Fido didn't pay money for that hair cut.

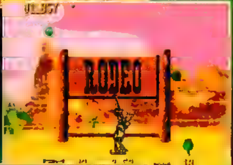
# FIDO DIDO

The artist who draws Fido Dido falls asleep at her drawing table. When she is in a deep sleep, Fido springs to life from the drawing pad. As he moves around the table, he gets sucked into any item on the table that he happens to get near, such as a pencil holder, a postcard, a Sega Genesis, a book, a waste basket and even the artist's ear. Each level presents a unique surrounding and poses unusual problems for Fido Dido to solve.

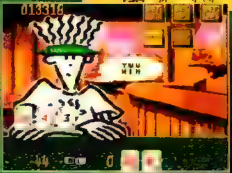
## BONUS STAGE



Fido has to stay on the horse and collect all the potatoes that he can.

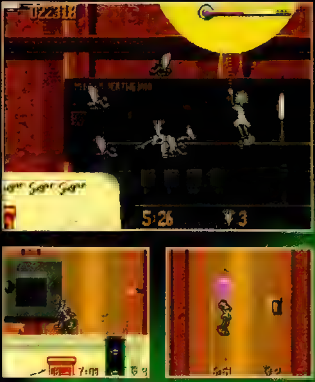


Shoot the bottles with the potato gun for money to play cards.



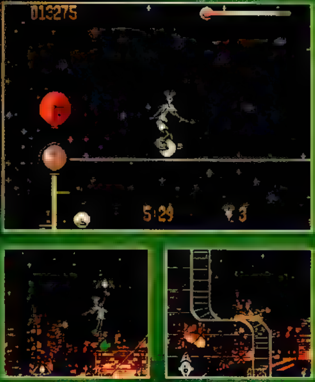
Take your winnings from the bonus stage to play Blackjack.

## LEVEL 1



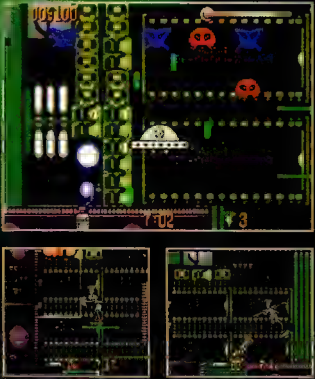
Fido must first save his sister from a deadly swarm of flies.

## LEVEL 2



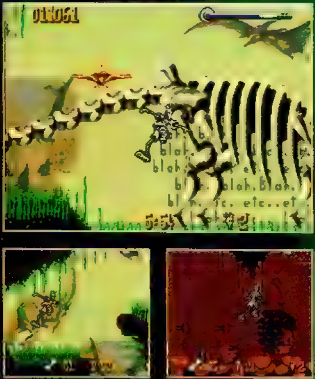
Fido has to bring all the color back to the fun-fair.

## LEVEL 3



Inside the Genesis system, Fido must fix all the bugs in the game.

## LEVEL 4



Make your way back to the future with his faithful cat and dog.

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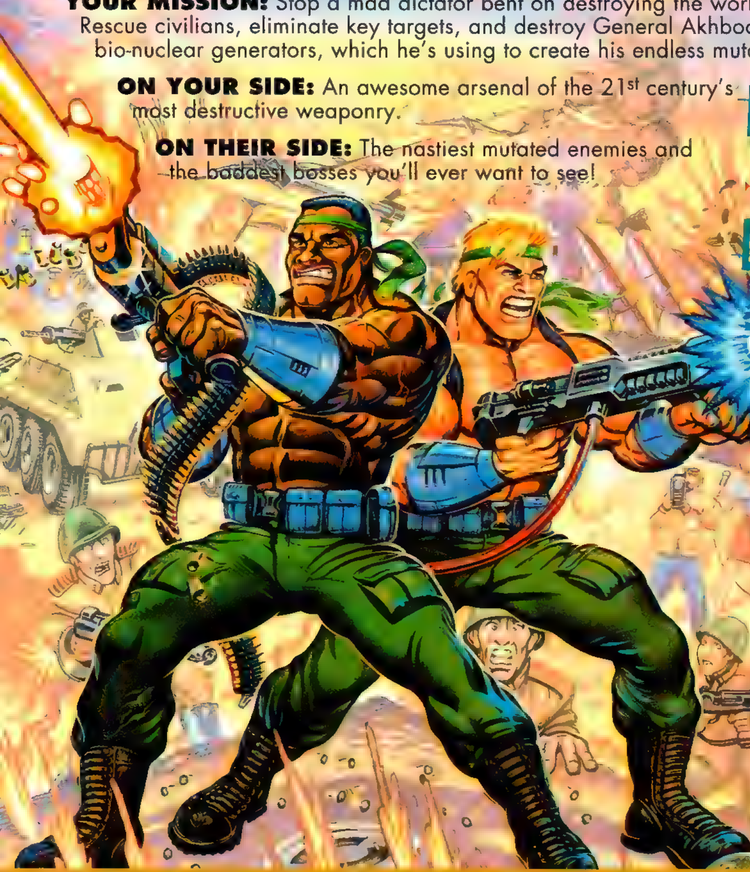
**ON THEIR SIDE:** The nastiest mutated enemies and the baddest bosses you'll ever want to see!



Screen shots show the [illegible] Sup[illegible] version of [illegible]

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SEGA CD

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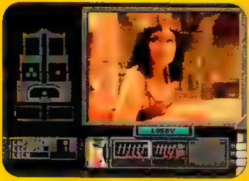
**DOUBLE SWITCH™**—*You find yourself in a turn-of-the-century mansion full of surveillance cameras, traps, shady characters and unexpected secrets. It's rumored there's treasure buried somewhere, but no one knows for sure. You control the plot as the mystery of this mansion unravels.*



**JOE MONTANA NFL FOOTBALL™**—*It's game day and you're calling the action. You choose your team—you have access to all 28 teams and stats. You choose your plays—TruVideo™ Joe Montana will help you. And there are four different field views, creating endless hours of gridiron action.*

GENESIS
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disc

SEGA GENESIS

BOUT
3
ROUND
2
0:10

**PRIZE FIGHTER™**—*This interactive movie game is played entirely from your point of view. Land a punch and watch as your opponent reels. Take a punch, your screen rocks. Take too many punches, you're flat on your back-looking up at the ref as he gives you the count. Don't forget your mouthpiece because this is classic interactive boxing at its best.*

PLAZA SQUARE

**GROUND ZERO, TEXAS™**
*Aliens disguised as humans are ready to exterminate the entire human race. It's up to you to stop them. Uncover their plot, figure out how to kill them (man-made weapons only stun them) and annihilate their forces before it's too late. But be careful. Screw up and you'll be reduced to subatomic particles of radioactive fallout.*

like you're in the room with them. Which, in a way, you are. What does all this TruVideo™ stuff mean? It means your optic nerves are in for a workout. It means you should go try these games. It means you may soon be wearing your hair differently. It means these games are indeed the next level. It means 110 volts never felt so good.

**SEGA CD™**
WELCOME TO THE NEXT LEVEL™

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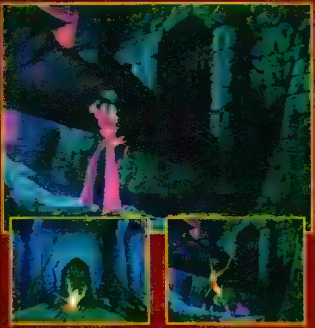
Digital Pictures

SEGA CD
Dirk! Where are you, Dirk?! Show yourself so I can roast your sorry butt!

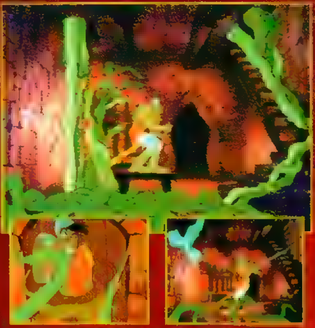
# DRAGON'S LAIR

## The Drawbridge



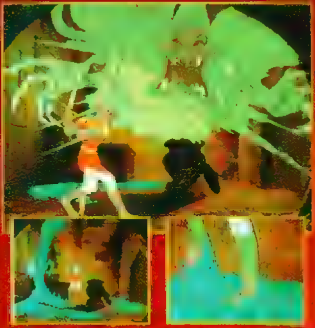
SWORD ▲

## Weapons Room



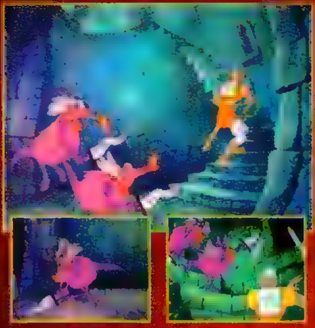
SWORD ▲ ► ▼ ◄ ▲

## Deadly Cauldron



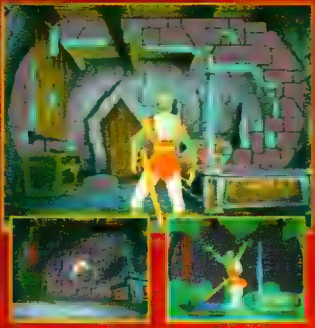
SWORD ▲ SWORD SWORD ►

## Giddy Goons



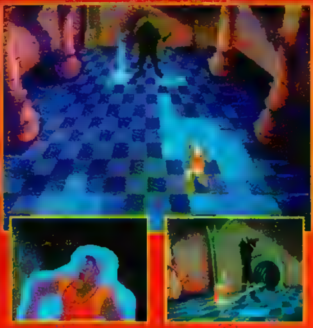
SWORD ► ▲ SWORD

## Closing Wall



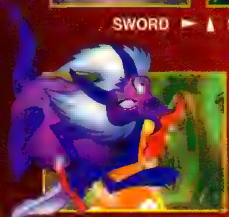
▲

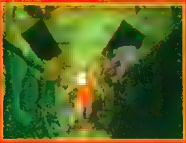
## Black Knight



► ◄ ▲ ◄ ► ◄ ► SWORD

Some of the situations Dirk must get through...





## More perils and dangers that Dirk must get through...

## SINGE, THE DRAGON, AWAITS YOUR CHALLENGE!

Sneak by Singe and receive instructions from Daphne. She will tell you the only way to slay the dragon is by thrusting the magic sword into his chest. Good luck!

### FACT FI

### DRAGON'S LAIR

DRAGON'S LAIR

| MANUFACTURER | # OF PLAYERS |
|---|---|
| READYSOFT | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| CD-ROM | 27 |
| **THEME** | **% COMPLETE** |
| ACTION | 30% |

About 10 years ago, Dragon's Lair was released in the arcades and changed the way we play games. It was the first laserdisc video game that [illegible] then, players could only dream of the possibility of playing a home version. Now with the capabilities of the Sega CD, it has become a reality.

Readysoft has made a near-perfect translation of the arcade classic in which Dirk must rescue Princess Daphne from the evil fire-breathing dragon. Everything from the music track and sound effects to the incredible animated footage that made the arcade game so popular are packed in [illegible] of Sega CD adventures!

Batter-up, Dork!
Hey, snot! Where's my babe? Where'd you take Daphne?

**THE GOOD**

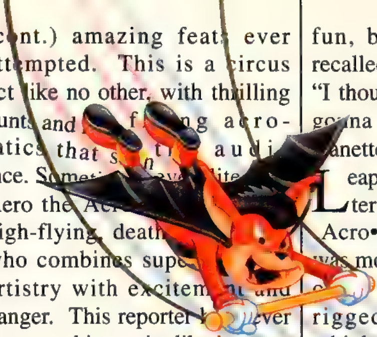
Near-perfect translation of the arcade laserdisc classic. All the sounds and music are here!

**THE BAD**

The time frame in which you move has been trimmed down. You must be precise, or it's over!

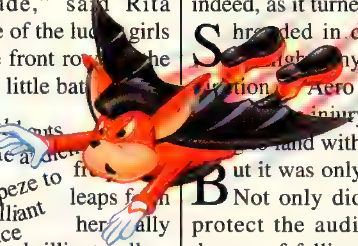
**THE UGLY**

Hey! My controller broke into pieces! How'd that happen?



(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and f[illegible]ng aerobatics that s[illegible]n th[illegible] audience. Somet[illegible] Aero the Ac[illegible] high-flying, death[illegible] who combines supe[illegible] artistry with excitement and danger. This reporter [illegible] ever seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. “Aero the Acro•Bat is a totally awesome dude,” said Rita Zimmerer, one of the luc[illegible] girls who sat in the front ro[illegible]he circus. “For a little bat [illegible] fr[illegible] leaps f[illegible]m her[illegible]ally brilliant yellow spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero’s high-pitched squeal of delight as he prepares for one of his now-famous power dives.

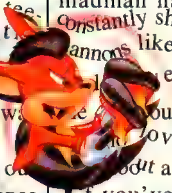


e
peze
Aero's act is based
agility and plain c[illegible]
He frequently buzzes the a[illegible]
as he leaps from trapeze to
pically
bathed in brilliant
as he
buzzes the audience
the

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even [illegible]de operators from the fa[illegible] gathered un[illegible] what migh[illegible] final [illegible]mance. [illegible]ed [illegible]out really

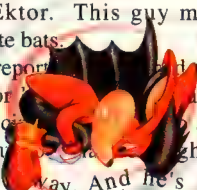
fun, but then it got weird,” recalled circus janitor Al Artus. “I thought that little bugger was gonna bite it, all right,” added [illegible]anette Hyssong, circus vendor.

Leaping from a towering, teetering platform, Aero t[illegible] Acro•Bat realized that this [illegible] was more death-defying tha[illegible] One of the platforms wa[illegible] rigged with explosives ... which threatened not only ou[illegible] super bat, but the entire audience as well! “I thought I’d wet my pants,” complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. “When that platform disintegrated, my life was in Aero’s hands.” Capable hands indeed, as it turned out.

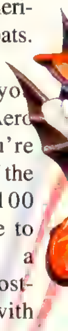


Shrouded in darkness as the [illegible] mysteriously malfunction[illegible] Aero leaped to safety [illegible] injury and still man[illegible] land with a flourish!

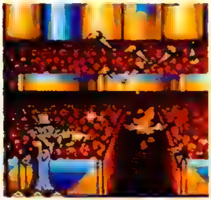
But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the “bad boy of the big top,” the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.



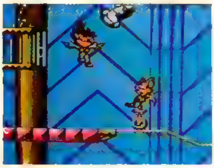
This report[illegible] that Ektor [illegible]abotage the ci[illegible] and anyone [illegible]gh to get in h[illegible]way. And he's not about to stop until Aero —and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots him self out of cannons like a crazed kamikaze. [illegible]en’t even mentioned [illegible]ound tightrope balleri[illegible]oves to squish bats. [illegible]out a handful!



If you’ve read this far, yo[illegible] qualify as a real fan of Aer[illegible] the Acro•Bat. And if you’re one of the first 100 people to send a 3x5 postcard with your name, address, age and telephone number to Aero’s Secret Offer, Sunsoft, 11165 Knott Avenue, Suite A, Cypress, California, 90630, we’ll send you a free copy of the Aero the Acro•Bat video game. Please specify Super NES or Sega Genesis format. But hurry up and do it. Only people who read this far will know about it. Now back to our story.



The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe



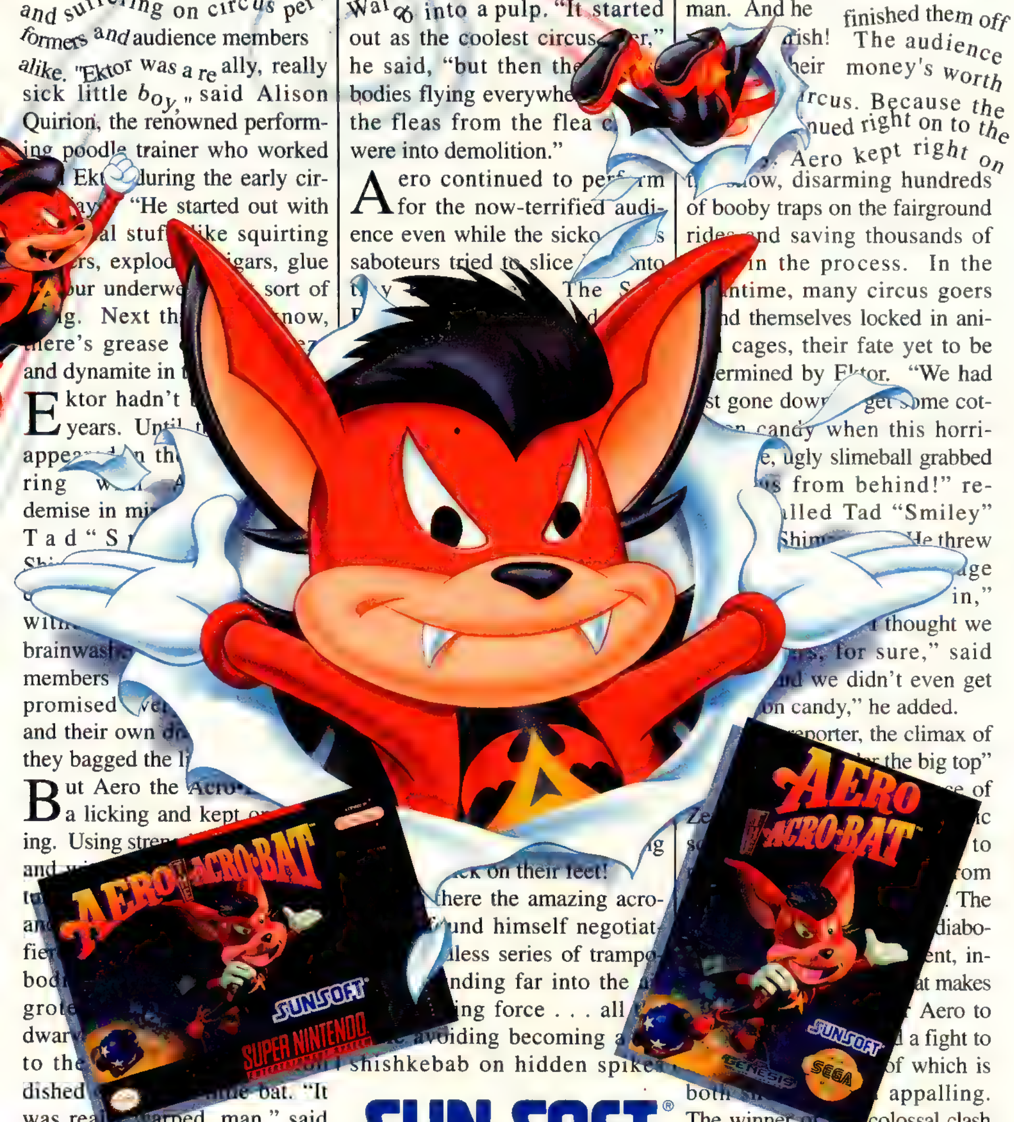
members. Allegedly,his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. "Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked
Ek during the early cir-
ay "He started out with
al stuf like squirting
rs, explod igars, glue
our underwe sort of
ig. Next th now,
ere's grease
and dynamite in t

Ektor hadn't
years. Until
appe n th
ring w A
demise in mi
Tad "S
Sh
c
wit
brainwash
members
promised ve
and their own d
they bagged the l

But Aero the Acro-
a licking and kept o
ing. Using stren
and w
t
an
fie
bod
grote
dwar
to the
dished bat. "It was rea warped, man," said David Siller, who himself survived an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus er," he said, "but then the
bodies flying everywhe
the fleas from the flea c
were into demolition."

Aero continued to per rm for the now-terrified audience even while the sicko s
saboteurs tried to slice nto
t y The S
P d
ig
ck on their feet!
here the amazing acro-
und himself negotiat-
less series of trampo-
nding far into the
ing force . . . all
e avoiding becoming a
shishkebab on hidden spikes

Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an onrushing convoy of Ektor's henchman. And he finished them off
ish! The audience
heir money's worth
rcus. Because the
nued right on to the
Aero kept right on
t ow, disarming hundreds of booby traps on the fairground
ride and saving thousands of
in the process. In the
ntime, many circus goers
nd themselves locked in animal cages, their fate yet to be
ermined by Ektor. "We had
st gone dow get some cotton candy when this horri-
e, ugly slimeball grabbed
s from behind!" recalled Tad "Smiley"
Shim He threw
ge
in,"
thought we
s, for sure," said
nd we didn't even get
on candy," he added.
eporter, the climax of
the big top"
ce of
Ze ic
sc to
om
The
diabo-
ent, in-
at makes
Aero to
a fight to
of which is
both appalling.
The winner of colossal clash turned out to be (continued)



SUNSOFT®

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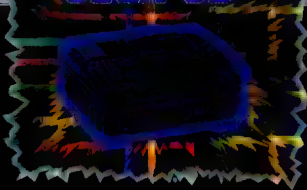
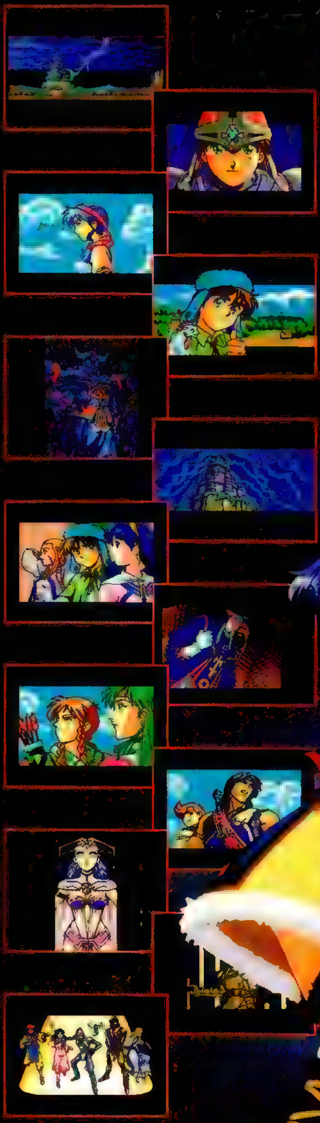




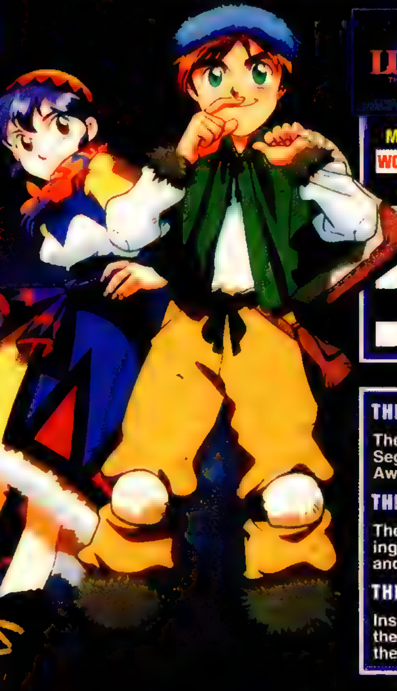
It's been more than a year since the Sega CD has been out and, surprisingly, an RPG wasn't even released during that time. Many Sega CD owners have been begging for an RPG and one company has finally answered the call. The guys at Working Designs have released the long awaited RPG saga, LUNAR: The Silver Star.

This game is about a young boy who dreams of becoming a Dragonmaster just like his hero, Dyne. Dyne, one of the four heroes that rid the land of evil a long time ago, died while trying to save the land from the Black Dragon. A monument was erected in his memory just outside Alex's village of Burg.

As young Alex, you must gather some of your friends and prepare for your first adventure, hoping that you may fulfill your lifelong dream of becoming a Dragonmaster. Your adventuring friends are Ramus, a rotund dreamer; Nall, your constant companion (and rumored to be the offspring of a white dragon); and Luna, the orphan that Alex's parents took in. Together, they must withstand the evil forces that await their challenge.

This is one of the most complex RPGs to come out in a long time. The story is very involving with its unique mix of drama and humor and will keep you playing for hours on end. The music is very symphonic. The graphics are some of the best ever with awesome monsters and villains. This is a fantastic CD adventure!

# LUNAR
## THE SILVER STAR



### FACT FILE
**LUNAR THE SILVER STAR**

| MANUFACTURER | # OF PLAYERS |
|---|---|
| WORKING DESIGNS | 1 |
| DIFFICULTY | AVAILABLE |
| [illegible] | DECEMBER |
| TRIDGE SIZE | NUMBER OF LEVELS |
| CD ROM | N/A |
| THEME | % COMPLETE |
| RPG | 95% |

**THE GOOD**

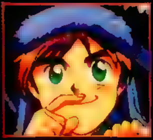
The best RPG to come out for a Sega system, Genesis or CD. Awesome story keeps you gripped.

**THE BAD**

The battle can be a bit too challenging. The enemies come in swarms and will attack from everywhere.

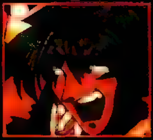
**THE UGLY**

Insults fly from many characters in the game. It's entertaining when they rip each other.



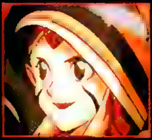
## Alex

Wishes to fulfill his dream of becoming a Dragonmaster like his hero.



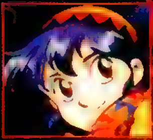
## Kyle

Despite his rather young age, he is a master swordsman. He loves Jessica.



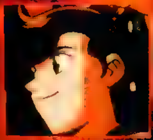
## Jessica

As an apprentice to a shaman, she has especially strong healing power.



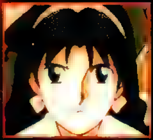
## Luna

Alex's childhood sweetheart. No one matches the power of her magic songs.



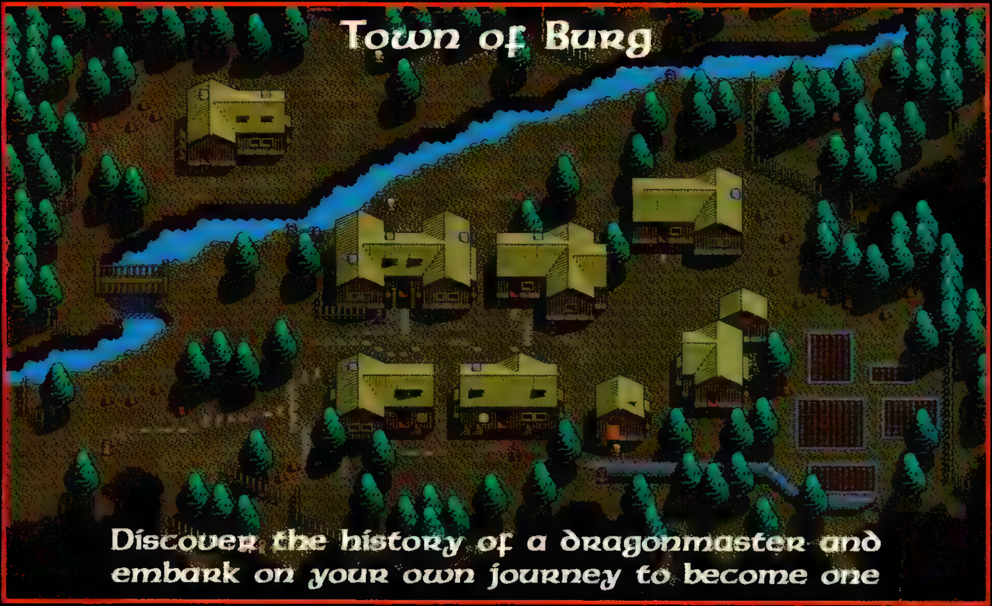
## Nash

Over confident magicians' apprentice. Tries to impress Mia.



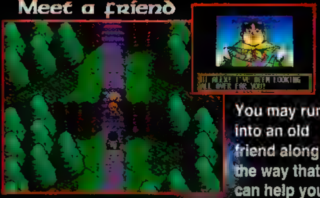
## Mia

Another powerful magician. Wishes she could make Nash disappear.


Town of Burg

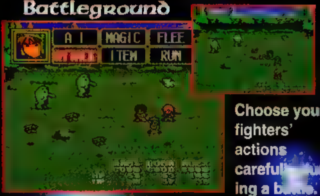
Discover the history of a dragonmaster and embark on your own journey to become one

## Meet a friend


ALEX! I'VE BEEN LOOKING ALL OVER FOR YOU!

You may run into an old friend along the way that can help you.

## Battleground


A I
MAGIC
FLEE
ITEM
RUN

Choose your fighters' actions carefully during a battle.

## Items for the adventurers

Alex's Harp

Gloves

Heavy Clothes

Herb

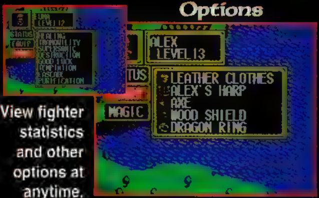
Holy Water

Meat Rations

Short Sword

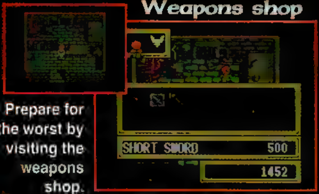
Sling

## Options


ALEX
LEVEL 13
TUS
MAGIC
LEATHER CLOTHES
ALEX'S HARP
AXE
WOOD SHIELD
DRAGON RING

View fighter statistics and other options at anytime.

## Weapons shop


SHORT SWORD 500
1452

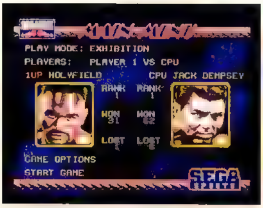
Prepare for the worst by visiting the weapons shop.

*In the annals of twentieth century philosophical thought,*

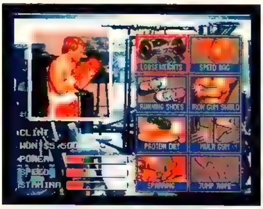
# WHO'S THE TOUGH

**GREATEST HEAVYWEIGHTS**

★★ ★★

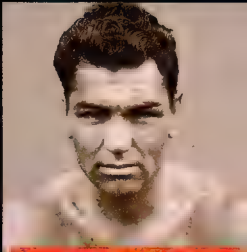

PLAY MODE: EXHIBITION
PLAYERS: PLAYER 1 VS CPU
1UP HOLYFIELD
CPU JACK DEMPSEY
RANK 1
RANK 1
WON 31
WON 62
LOST
LOST
GAME OPTIONS
START GAME
SEGA SPORTS

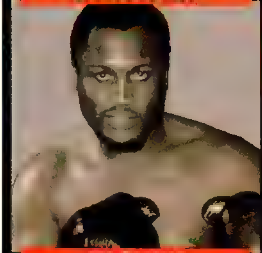
Hold exhibitions or championship tournaments between the greatest boxers the world has ever known.


LOOSE WEIGHTS
SPEED BAG
RUNNING SHOES
IRON GUM SHIELD
PROTEIN DIET
CLINT
WON $5,500
POWER
SPEED
STAMINA
SPARRING
JUMP ROPE

Build your own boxer and battle your way through the rankings against thirty challengers. Earn a shot at the title.

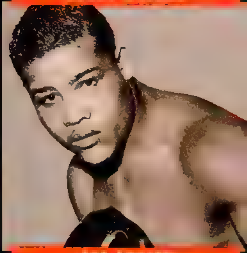
Muhammad Ali


Jack Dempsey


Joe Frazier

Larry Holmes

Evander Holyfield



Rocky Marciano

Floyd Patterson

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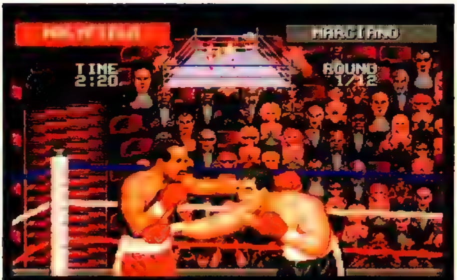
*ONE QUESTION HAS HAUNTED MANKIND MORE THAN ANY OTHER:*

# EST ★#©%@! EVER?



Holyfield's heart and hand-speed versus Marciano's brute strength and iron jaw. Two of the greatest heavyweights of their eras. Who will win?

It's inevitable. You're sitting around, eating pizza with your buddies when someone brings it up: Who's the greatest heavyweight of all time? Marciano? Louis? Ali? The debate gets ugly. Someone throws an anchovy. Chaos ensues.

COMPATIBLE WITH

Now, you can settle that argument once and for all. Greatest Heavyweights is the first and only video game to put all the greats in one ring. In their prime. At the height of their skills.

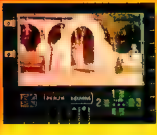
You'll get Larry Holmes's jab. Marciano's power. Ali's finesse. For an extra challenge use your Activator™ or Six-Button Controller™. There's only one way to settle the debate over who's the greatest heavyweight ever. Get in the ring.

GENESIS
GREATEST HEAVYWEIGHTS
SEGA

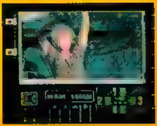
**WE SWEAT THE DETAILS.™**

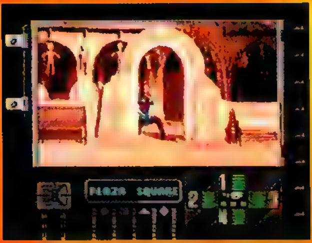
# GROUND ZERO, TEXAS

One of the latest Sega CD games is Ground Zero, Texas; the first game to ever come out on two disks! The story is about a group of aliens taking over a small town. Using live actors and action sequences, it is like the earlier Night Trap: You protect a group of people while eliminating enemies in the process. Remember to protect the townspeople—if you fail, they will become aliens and add to your enemies' growing army! You may also have to rescue captured agents.

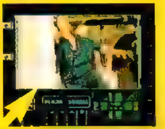


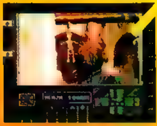
**VIEWS:**
Sometimes in the game, the action will go from a long shot to a close-up—especially when you are about to be attacked, as these two pictures demonstrate!





**SHOOT 'EM:**
Enemies in the game pop up from everywhere—even in peaceful areas!



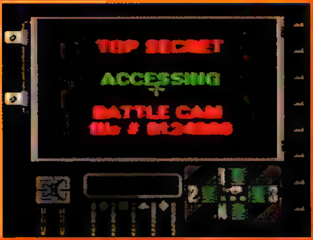


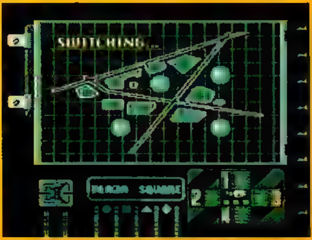
Get the white crosshairs locked on your enemy. When it turns red, shoot him!

## FACT FILE

### GROUND ZERO, TEXAS

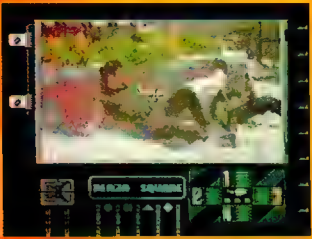
| MANUFACTURER | # OF PLAYERS |
|---|---|
| SONY IMAGESOFT | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | DECEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| CD-ROM (2) | N/A |
| **THEME** | **% COMPLETE** |
| ACTION | 75% |





**CAMERAS:**
Using the main area grid (right), pick a place that you want to see. There could be action in that area or nothing could be happening. You are in charge of the whole town.

**SHOOTING:**
Using the white crosshairs, blast enemies you think are aliens. Here two men have robbed a bank. Get them in your sights and blow 'em away!



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Address: ____________________

____________________

Phone: ____________ Male ☐ Female ☐

Date of Birth: ____________

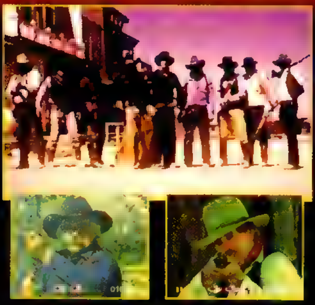
Coupon #
8223489-EGM

## FACT FILE

### MAD DOG McCREE

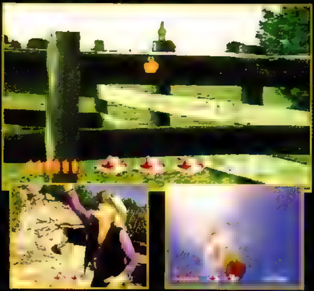
| | |
|---|---|
| **MANUFACTURER** | **# OF PLAYERS** |
| AMERICAN LASER GAMES | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | NOW |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| CD-ROM | 3 |
| **THEME** | **% COMPLETE** |
| SHOOTING | 100% |

## MAD DOG AND HIS POSSE



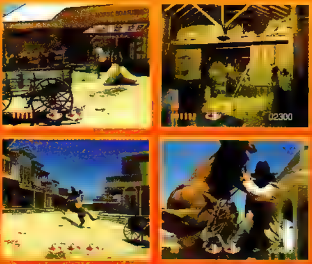
## SHOOT THE BEER BOTTLES

Time for target practice! Shoot down beer bottles placed on a fence or thrown into the air by the prospector.



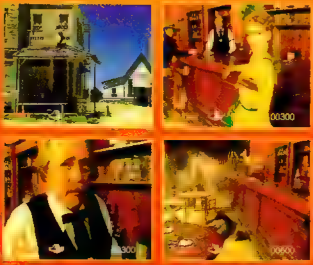
## CORAL

Mad Dog has his boys hiding everywhere. Take them all out.



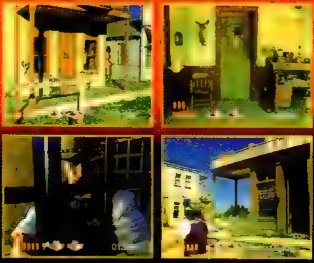
## SALOON

Get the jail keys from the guy at the bar before he sends his henchmen after you.



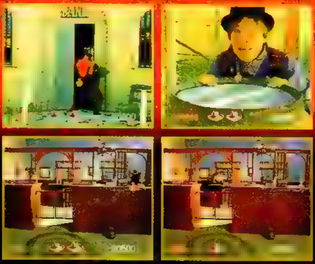
## SHERIFF'S OFFICE

Get the sheriff out of jail and he'll help you just before he gets shot by the bad guys.



## BANK

Stop Mad Dog's boys from robbing the town bank and save the hostages.



# Mad Dog McCree

Outlaw Mad Dog McCree and his henchmen have taken over a Wild West town. It's your job to clean up this movie-action game featuring full-motion video characters and backdrops. After a quick bout of target practice, you'll put your sharp shooting skills to the test as you face Mad Dog's gang on dusty town roads, at the local bank, horse stables and saloon. With clues garnered from the grateful townspeople, you'll close in on Mad Dog's hideout to face the lawless vagrant yourself.

### THE GOOD

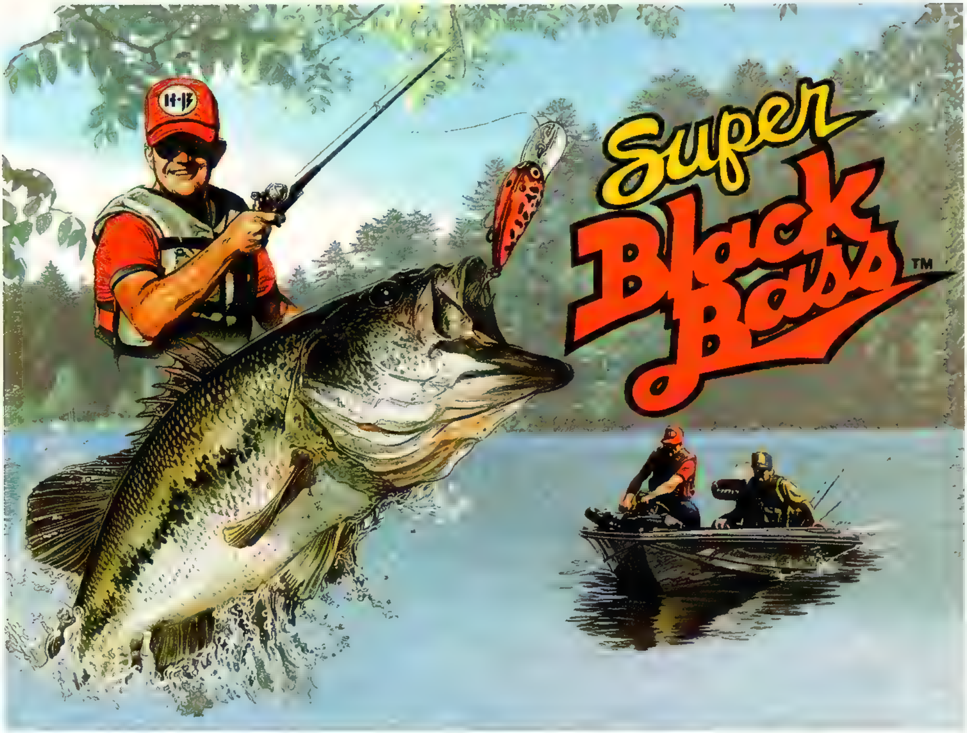
The awesome live action full-motion video really puts you in the thick of the duel.

### THE BAD

This is almost impossible to play with the controller pad. Now where is the gun controller?

### UGLY

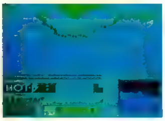
The close-up of Mad Dog when you are near the end of the game.



# Caught any REALLY BIG FISH lately?

Now you can relive the excitement with **Super Black Bass** for your ***Super NES***®. It's a dream come true! Professional bass fishing where you battle for the World Title! Catch a record lunker that'll make you *jump* right out of your chair! Realistic weather changes, sound effects and fish movements *REEL* you into the action. Best of all, there's room in the boat for you . . . and the whole family!

Super
Black Bass
PRO
FISHING
GAME
SUPER NINTENDO



HOT•B

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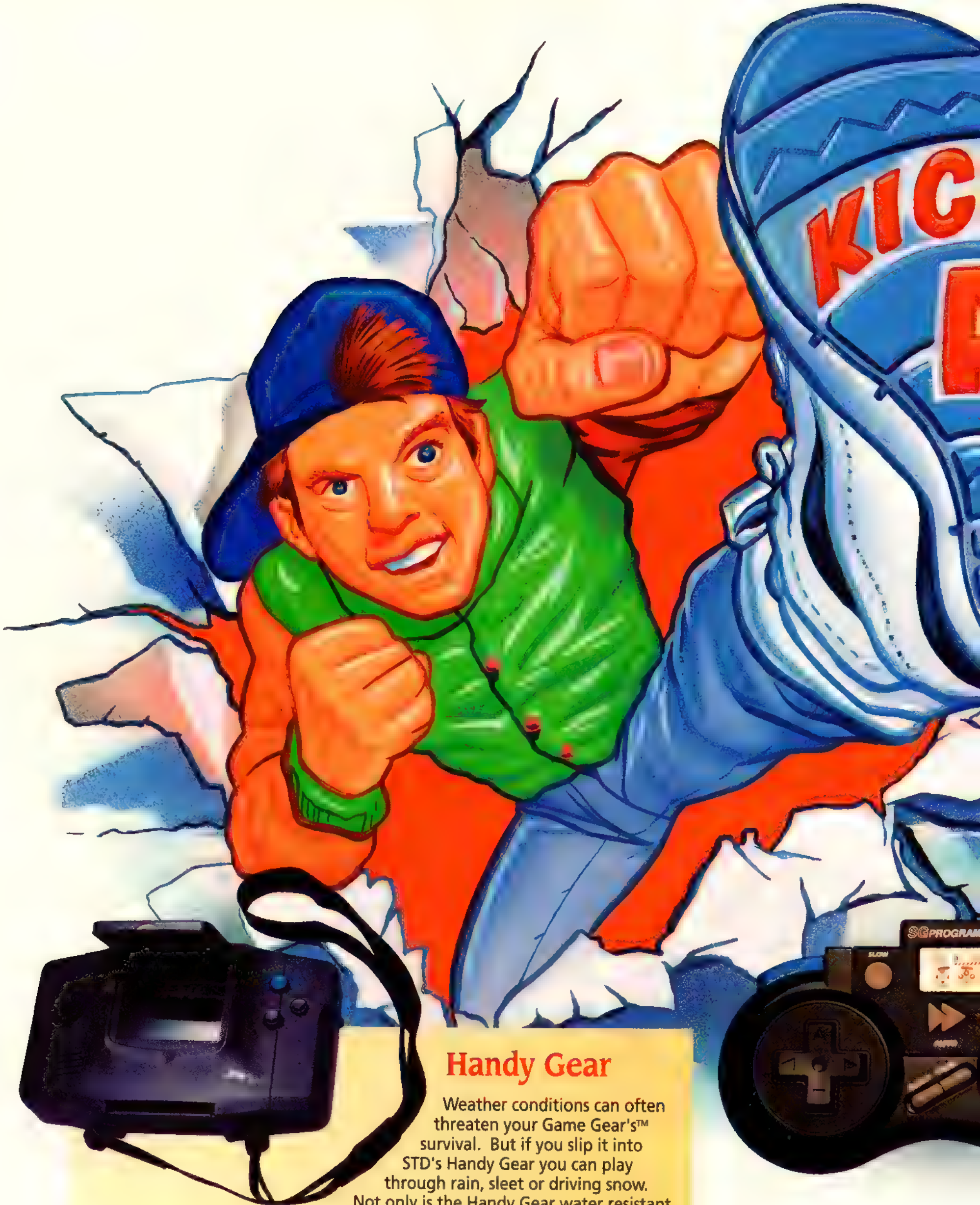
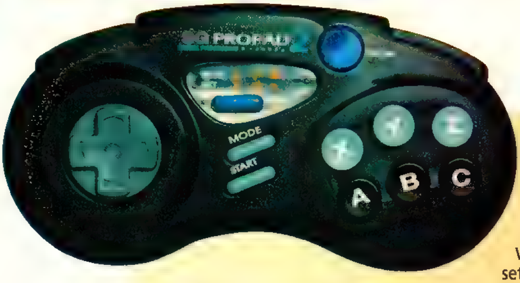


## Handy Gear

Weather conditions can often threaten your Game Gear's™ survival. But if you slip it into STD's Handy Gear you can play through rain, sleet or driving snow. Not only is the Handy Gear water resistant and shock absorbing, but it also has a built-in magnifier for better visibility and an adjustable screen protector to reduce glare. There's also room inside to store an extra cart. And the carrying strap makes it easier to play on the go. So strap on the Handy Gear and get ready for combat!

# Sega Survival Gear™

## *More ways to win from STD!*



## SG ProPad$^2$

Smash the competition with the SG ProPad$^2$, featuring the real 6-button fighting layout. With the unique synchro-fire setting you can transfer any one fire button or combination of buttons to the extra LEFT and RIGHT fire buttons. For example, if you transfer A, B, X, & Z to theLEFT button, it will fire all four at the same time. For some games, you may discover brand new moves no one has ever seen before! Plus, you can take control with independent auto-fire & slow motion. And the LED screen shows you which buttons are set on auto-fire. With the SG ProPad$^2$ you get in-your-face action!

*Make your own rules!*

## SG ProgramPad$^2$

The new 6-button SG ProgramPad$^2$ explodes with pre-programmed moves from your favorite Genesis™ games - Mortal Kombat®, Street Fighter II CE™*, Streets of Rage 2™, X-Men™, Fatal Fury™, Jurassic Park™, Sonic The Hedgehog 2™, & David Robinson's Supreme Court™! Plus, you can program 6 of your own deadly moves from any game. Then check it out on the LCD screen. Tack on slow motion, auto-fire and button re-alignment and you've never had this much power in the palm of your hand! Whoever said that programmable was wimpy doesn't understand that sometimes you do whatever it takes TO WIN!

**STD**

110 Lakefront Drive
Hunt Valley, MD 21030
410-785-5661

* Moves from Street Fighter II CE ™ are based on media reports since the game was not released at the time of production.

• Mortal Kombat® is a trademark of and licensed from Midway® Manufacturing Company®. 1992 All rights reserved - used by permission. • Street Fighter II CE is a trademark of Capcom USA. • Streets of Rage 2, Jurassic Park, Sonic The Hedgehog 2, David Robinson's Supreme Court, Sega Genesis and GameGear are trademarks of Sega Enterprises, Ltd • X-Men is a trademark of Marvel Entertainment Group, Inc and licensed to Sega Enterprises, Ltd. Fatal Fury is a trademark of Takara Co., Ltd • Acclaim® is a registered trademark of Acclaim Entertainment, Inc. © 1993. All rights reserved. GameGear™ is not included © 1993 STD Entertainment (USA), Inc.

# TiNy TooN Adventures

TINY TOON
Adventures
MONTANA'S MOVIE MADNESS
©1993 KONAMI

## FACT FILE

### TINY TOON ADVENTURES

| MANUFACTURER | # OF PLAYERS |
|---|---|
| KONAMI | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | DECEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 1 MEG | 5 |
| **THEME** | **% COMPLETE** |
| ADVENTURE | 95% |

Buster and his sidekicks are back at it again. This time, they're in Montana's Movie Madness. It seems as though a new movie theater has just opened in Acme Acres and Montana Max is already planning to spoil all the fun for Buster and the rest of the Tiny Toon gang by showing only movies that Max is starring in. It's up to you, with a little help from the rest of the Toons, to put an end to Montana Max's fiendish plan to take over the silver screen for good. Your goal is to jump and kick your way through many different levels of the movie itself. Make sure you don't miss any carrots on your long and tedious journey of stopping Max, for the town's peace is in your hands.

**THE GOOD**

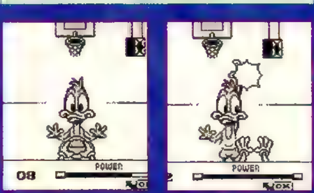
The two attack methods and the ability to run makes the game not only challenging, but enjoyable, too.

**THE BAD**

At times, the game has a tendency to slow down a bit, and it's the same old thing from level to level.

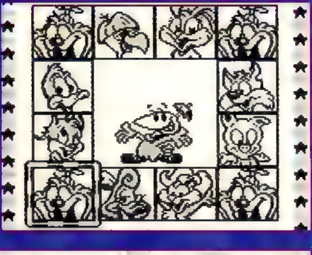
**THE UGLY**

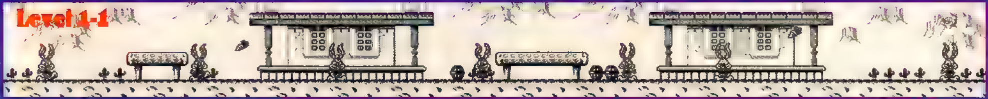
If you're looking for ugly, then this is the wrong game. These are Tiny Toons—too cute to be ugly!

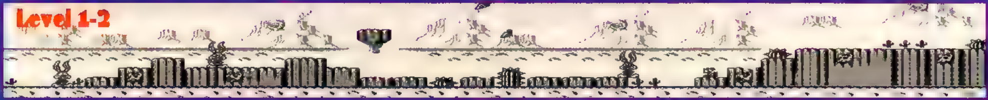


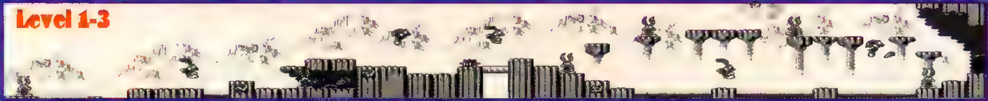
After completing the first level, you get to try your luck at a little one-on-one basketball. You have three chances to sink a basket against Plucky Duck. Good luck!

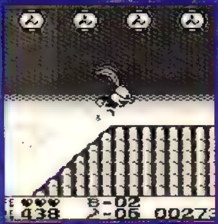
If you can find the Gogo icon, you will be able to play a bonus game in which you can win extra hearts, points and carrots.





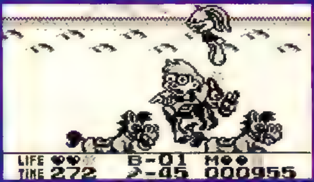




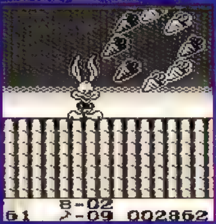


Buster Bunny can either defeat his enemies by kicking or jumping on them. And if all else fails, dash 'em!

Defeat Montana Max in Level One by bouncing off his flying cowboy hats.



Buster needs to keep a keen eye out for a lot of hidden items to help him on his long quest.



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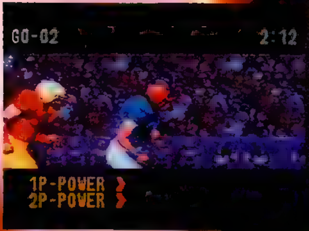
# THE ONLY THING WE LEFT OUT WAS THE COOLER OF GATORADE

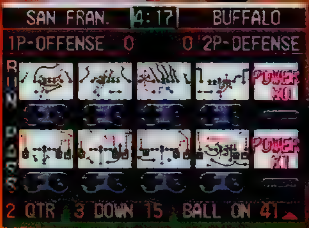
THIRST QUENCHER

WHAT A WONDERFUL PLAY!

▲[illegible] every down.


GO-02
2:12
1P-POWER
2P-POWER

▲[illegible] mode zooms in [illegible]


SAN FRAN.
4:17
BUFFALO
1P-OFFENSE 0
0 2P-DEFENSE
RUN
PASS
POWER XII
POWER XII
2 QTR 3 DOWN 15 BALL ON 41

▲Run a variety of offensive and defensive plays.

▲Try not to fumble as you plow [illegible] a mud-slicked or [illegible] field.

MONDAY NIGHT FOOTBALL
abc
LICENSED BY Nintendo
SUPER NINTENDO
ENTERTAINMENT SYSTEM

## SO REAL IT HURTS

Now you can enjoy ABC's Monday Night Football any night of the week. Our hard-hitting graphics and play-by-play sound bring every grunt and groan of the game to life. You get all 28 teams and a massive pro-designed playbook. Plus, with our incredible "Power Play" feature, you can zoom in tight on the action and review it all on instant replay. Frank Gifford calls every down, so catch all the bone-crushing action on ABC's Monday Night Football anytime.

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# F1 POLE POSITION

F1
POLE POSITION

## FACT FILE

### F1 POLE POSITION

| | |
|---|---|
| MANUFACTURER | # OF PLAYERS |
| UBISOFT | 1 |
| DIFFICULTY | AVAILABLE |
| MODERATE | DECEMBER |
| CARTRIDGE SIZE | NUMBER OF LEVELS |
| 2 MEG | 4 |
| THEME | % COMPLETE |
| DRIVING | 100% |

Burn a little rubber with F-1 Pole Position for the GameBoy. There are two modes of play; Training Mode and Grand Prix Mode. In the Training Mode, you can practice your racing skills on any of the 17 racetracks from around the world. In the Grand Prix Mode, you can go up against some of the world's best formula racers. There's even a Setup Mode where you can configure your formula car to your own preferences. Options that can be changed are tires, wings, suspension, brakes, chassis, engine and gearbox. So get in the driver's seat with F-1 Pole Position!

**THE GOOD**

There are many options like a car configuration and track settings to customize to the driver's liking.

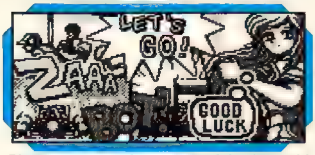
**THE BAD**

This has elements that are found in many other driving games. Needs more variety.

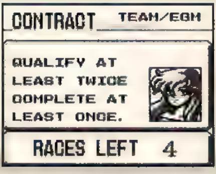
**THE UGLY**

The screeching sounds around a turn are as annoying as fingernails scraping against a chalkboard.

## TRAINING MODE



Players can practice on any of the 17 world racetracks. It's a good idea to familiarize yourself with the tracks before a race.

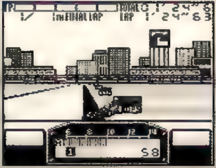


CONTRACT TEAM/EGM

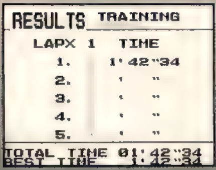
QUALIFY AT LEAST TWICE
COMPLETE AT LEAST ONCE.

RACES LEFT 4

Your team sets racing goals in order for you to advance to the next test lap.



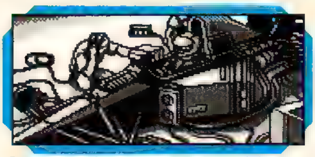
Be careful on turns. It's easy to skid into a billboard and damage your car.



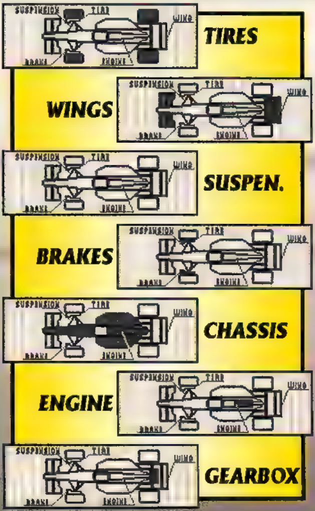
RESULTS TRAINING
LAPX 1 TIME
1. 1'42"34
2. ' "
3. ' "
4. ' "
5. ' "
TOTAL TIME 01:42"34
BEST TIME 1:42"34

View the results of your test lap. See if you can beat the track record.

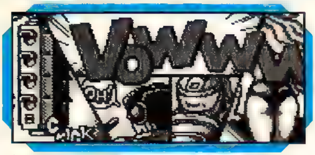
## CAR SETTINGS



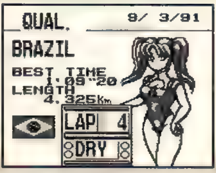
Set up your formula car to your driving preference. You can change settings like tires, wing angle, suspension and brakes.



## GRAND PRIX MODE

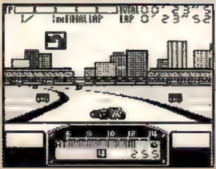


Ready to compete against the best racers in the world? The Grand Prix Mode tests your driving skill on the world circuit.

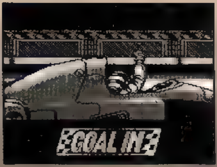


QUAL. 9/ 3/91
BRAZIL
BEST TIME 1:09"20
LENGTH 4.325Km
LAP 4
DRY

Receive info on the track length and its current conditions before a big race.



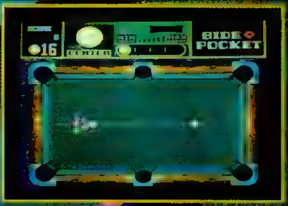
Pay careful attention to the signs above the track. They warn of dangerous turns.



Enjoy the spoils of winning and take your victory lap. An exciting finish!

# YOU
# DON'T HAVE TO PLAY HERE

Racked And Ready.



A little 9 Ball or do you prefer Straight Pocket Billiards.

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SUPER NINTENDO

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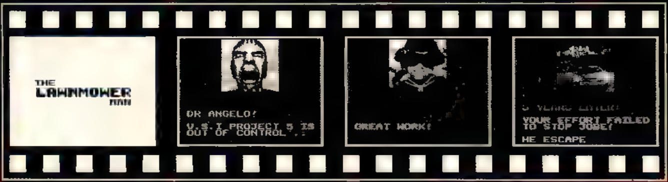
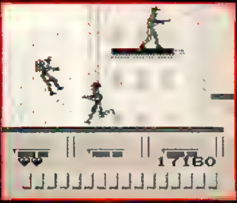

THE LAWNMOWER MAN

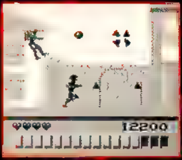
DR ANGELO!
V.S.I PROJECT 5 IS OUT OF CONTROL..

GREAT WORK!

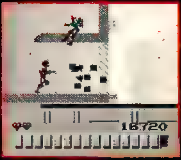
5 YEARS LATER!
YOUR EFFORT FAILED TO STOP JOBE!
HE ESCAPE

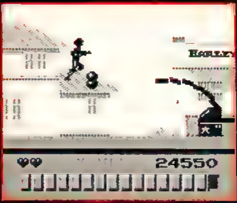
## STAGE ONE; FIND THE VIRTUAL LOOP HOLES!

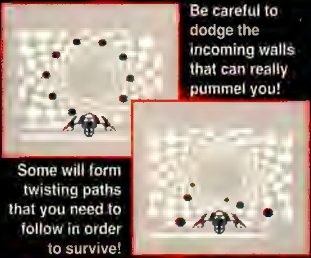




Fend off police troopers, jet packers and even lab monkies to find the loop holes that lead to Jobe!

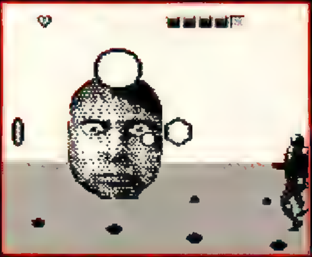




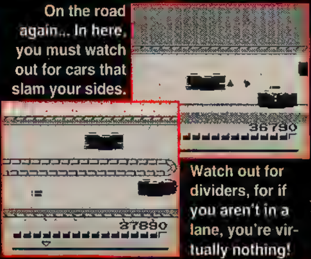


Be careful to dodge the incoming walls that can really pummel you!

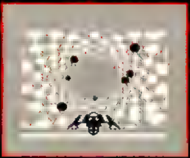
Some will form twisting paths that you need to follow in order to survive!



On the road again... In here, you must watch out for cars that slam your sides.



Watch out for dividers, for if you aren't in a lane, you're virtually nothing!



# THE LAWNMOWER MAN

THE LAWNMOWER MAN

## FACT FILE

### THE LAWN-MOWER MAN

| MANUFACTURER | # OF PLAYERS |
|---|---|
| T*HQ | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | 1st Qtr. '94 |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 1 MEG | 12 |
| **THEME** | **% COMPLETE** |
| ACTION | 100% |

Practically every system on the market is getting a translation of this hit movie! Here, you must stop the now-turned-evil Jobe from taking over the communications of the entire globe! Experience all of the Virtual Reality programs that have been displayed on the movie and then meet Jobe face to face (literally) to seal him in the network from escaping! But wait! Do you think the game ends just like the movie? No way! Deal with Jobe five years into the future and solve the mystery of an even more powerful force known only as Doomplayer! Massive special effects abound as well as scaling, even on the GameBoy! Fans will love this one!

Developed and produced by SALES CURVE

### THE GOOD

There is plenty of action scenes—everything from a grand car chase to virtual reality jetskis!

### THE BAD

A GameBoy that virtually displays an attempt at Virtual Reality virtually becomes a virtual hell with blurring!

### THE UGLY

Watch out for Jobe! All 30+ pixels might make you laugh out a lung and part of your liver to boot!

[illegible]

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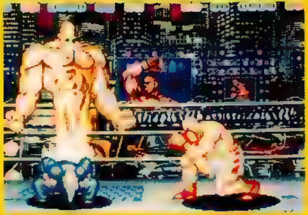
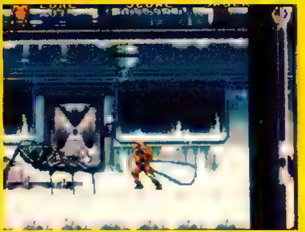
TERRY BOGARD

**SFC FATAL FURY 2**
RELEASE: NOVEMBER

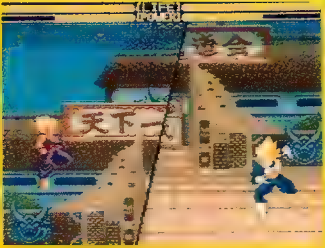


**NEO FATAL FURY SPECIAL**
RELEASE: NOVEMBER



**SNES EMPIRE STRIKE BACK**
RELEASE: NOVEMBER

**TURBO DUO CASTLEVANNIA X**
RELEASE: NOW

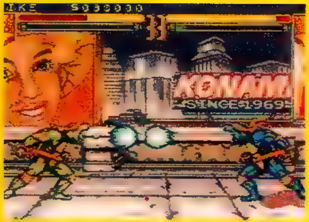

LIFE
POWER
天下一

**SFC DRAGON BALL Z (2)**
RELEASE: DECEMBER

**SEGA CD THUNDERSTRIKE**
RELEASE: NOVEMBER

**GEN DASHING DESPERADOES**
RELEASE NOVEMBER

**GEN DAVIS CUP TENNIS**
RELEASE NOW


KONAMI
SINCE 1969

**SFC TMNT MUTANT WARRIOR**
RELEASE: DECEMBER

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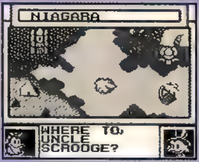
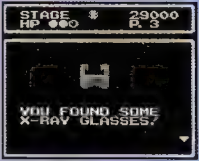
What appears to be an old torn-up piece of paper could turn out to be a fortune for Uncle Scrooge and the rest of the gang, as they set off on their newest adventure, Duck Tales 2. It seems as though Great, Great Uncle Fergus has skillfully hidden pieces of a treasure map in five different locations around the world. Now with a little help from Launchpad and those mischievous nephews of yours, Huey, Duey and Louie, you're off on another swashbuckling adventure that will take you from the breathtaking Niagara Falls all the way to the mystical Egyptian pyramids.



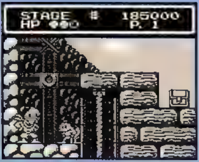
WHERE TO, UNCLE SCROOGE?

You can choose to explore five different locations.


STAGE
HP
29000
P. 3

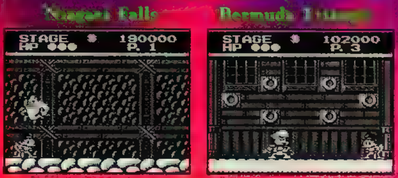
YOU FOUND SOME X-RAY GLASSES!

Search high and low for all the items you can find.

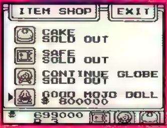

STAGE
HP
185000
P. 1

Keep an eye out for Launchpad and the gang.

## BOSSES

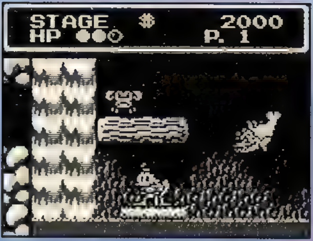

Niagara Falls
Bermuda Triangle
STAGE
HP
180000
P. 1
STAGE
HP
102000
P. 3

After finishing each round, you have the option to purchase ex lives and continues.

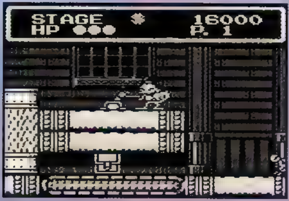


ITEM SHOP
EXIT
CAKE
SOLD OUT
SAFE
SOLD OUT
CONTINUE GLOBE
SOLD OUT
GOOD MOJO DOLL
$ 800000
$ 699000
P. 3

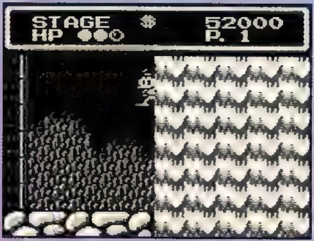
# DuckTales 2™


STAGE
HP
2000
P. 1

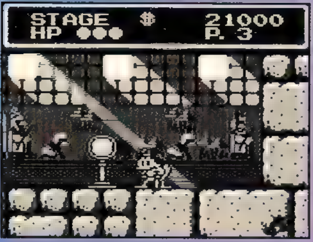
Ride a runaway log as you search for pieces of a long lost map that will lead you to the secret treasure of McDuck.


STAGE
HP
16000
P. 1

To get the treasure chest, you need to pull the lever to operate the conveyor belt.


STAGE
HP
52000
P. 1

Always be on the lookout for hidden passageways or secret rooms where treasures could be located.


STAGE
HP
21000
P. 3

It's going to take one smart duck to figure out the secret of the Egyptian sun room.

Disney's
DuckTales 2
PRESS START

## FACT FILE

### DUCKTALES 2

| MANUFACTURER | # OF PLAYERS |
|---|---|
| CAPCOM | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| EASY | DECEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 1 MEG | 7 |
| **THEME** | **% COMPLETE** |
| ADVENTURE | 85% |

**THE GOOD**

You are able to go back to an area after grabbing a power-up and find a lot more hidden items. Cool game!

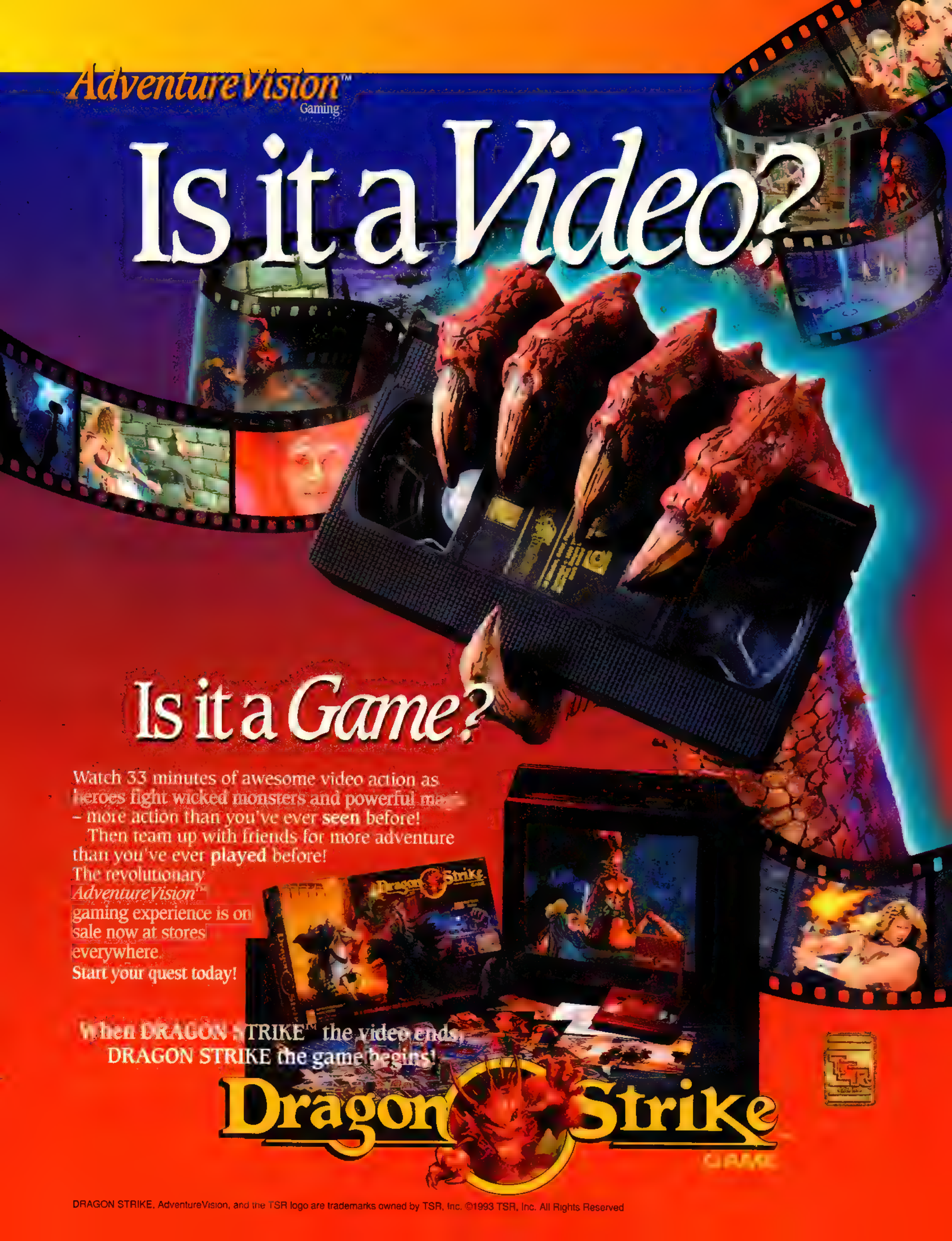
**THE BAD**

The jumping attack gets boring after a while but the power-ups and hard-to-reach areas make up for it.

**THE UGLY**

Some of the enemies could have been uglier, instead of plants, crabs and statues.

© The Walt Disney Company.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## *THE NEW NAME IN NON-SPORTS GUIDES...*

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### TWO SPECTACULAR 9-CARD SETS!

CARDS ILLUSTRATED delivers the goods by offering two EXCLUSIVE sets, including SHADOWHAWK and SANDMAN cards you won't find anywhere else!

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INE FROM THE CREATORS OF HERO!

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ILLUSTRATED

ALL CARDS!
ALL COLOR!
ALL HERO!

PER HEROES
HERO
Weird Tales
Clive Barker
JURASSIC PARK
DR. ELLIE SATTLER

SNEAK PREVIEW

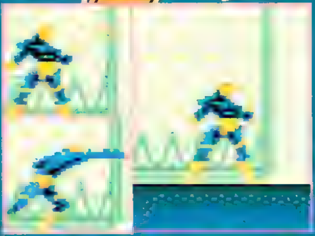
# X-MEN

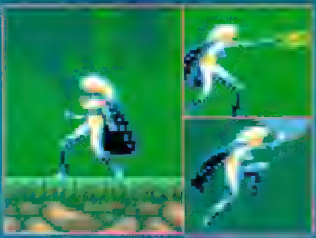
The X-Men make their Game Gear debut in this hot Marvel product. Here is a sneak preview of only a fraction of what this game will have to offer by release time. Just to peak your curiosity, you can expect to see some of your favorite X-Men like Cyclops, Storm, Wolverine, Iceman, Psylocke, Rogue and Night Crawler as well as infamous villains and tons of mutant action!

## ICON ACTION

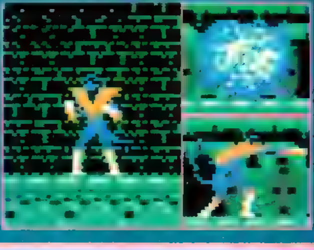
Look out for these icons to pump up your health and powers.

ICON ACTION





As you play through X-Men, you'll be able to use more of the X-Men. Start out with Cyclops or Wolverine. After you free your captured comrades, you can choose to play as them in this action-packed cart.



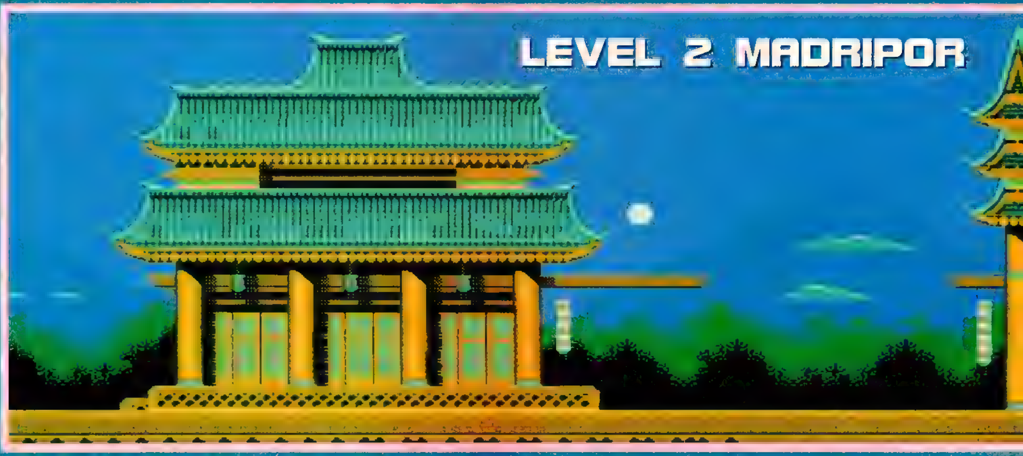
Seven X-Men characters will be at your disposal. They will be armed with their powerful mutant abilities such as Cyclops' optic blast and Storm's unique ability to shoot lightning and fly through the sky.

## FACT FILE

**X-MEN**

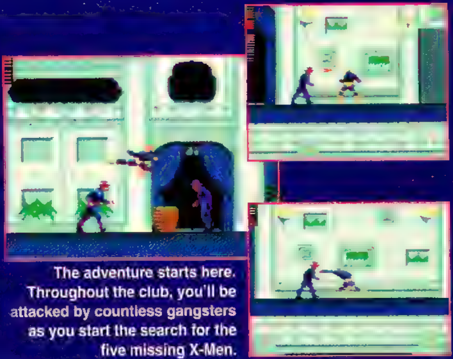
| | |
|---|---|
| **MANUFACTURER** | **# OF PLAYERS** |
| Sega | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| [illegible] | [illegible] |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| [illegible] | [illegible] |
| **THEME** | **% COMPLETE** |
| Action | [illegible] |

## LEVEL 2 MADRIPOR



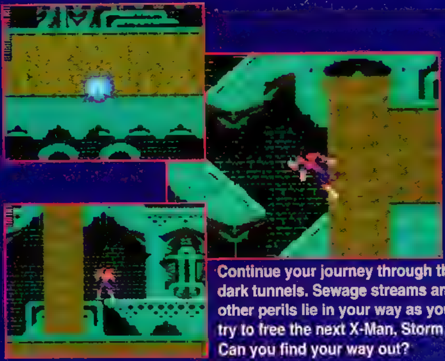
X-Men ® and all other Marvel characters and their distinctive likenesses thereof are trademarks of Marvel Entertainment Group.

## LEVEL 1 THE HELLFIRE CLUB



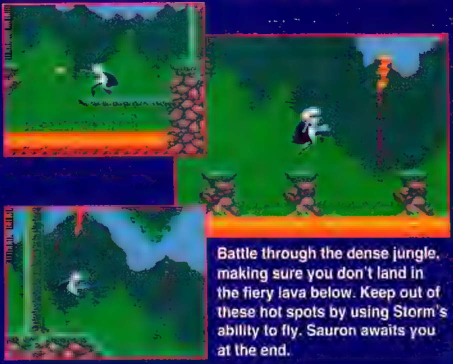
The adventure starts here. Throughout the club, you'll be attacked by countless gangsters as you start the search for the five missing X-Men.

## LEVEL 3 MORLOCK TUNNELS



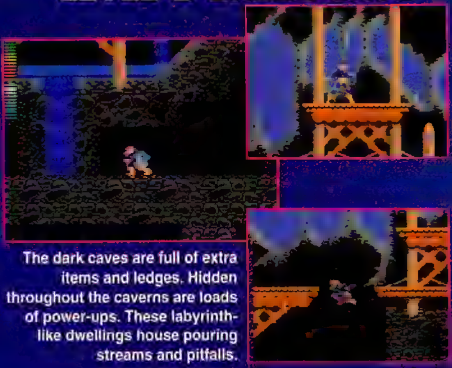
Continue your journey through the dark tunnels. Sewage streams and other perils lie in your way as you try to free the next X-Man, Storm. Can you find your way out?

## LEVEL 4 THE SAVAGE LAND



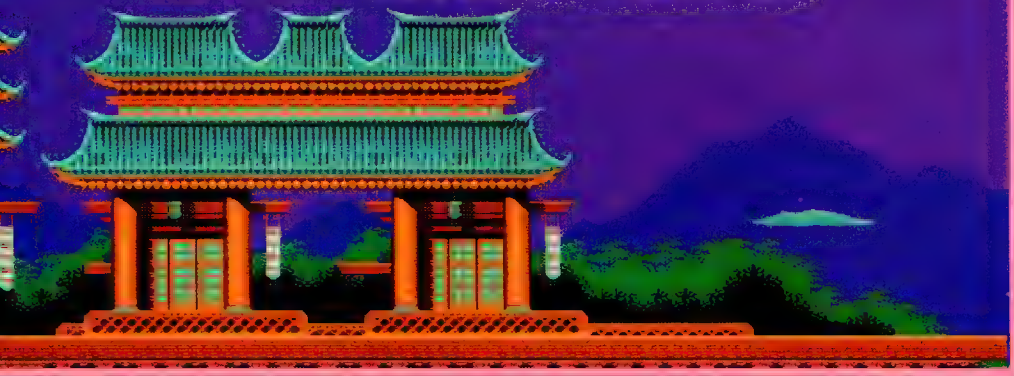
Battle through the dense jungle, making sure you don't land in the fiery lava below. Keep out of these hot spots by using Storm's ability to fly. Sauron awaits you at the end.

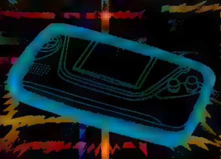
## LEVEL 5 BROOD CAVE



The dark caves are full of extra items and ledges. Hidden throughout the caverns are loads of power-ups. These labyrinth-like dwellings house pouring streams and pitfalls.

## LEVEL 2 MADRIPOR





# DEEP DUCK TROUBLE

DEEP DUCK TROUBLE
STARRING
Donald Duck
SEGA

## FACT FILE

### DEEP DUCK TROUBLE

| | | | |
|---|---|---|---|
| MANUFACTURER | SEGA | # OF PLAYERS | 1 |
| DIFFICULTY | MODERATE | AVAILABLE | JANUARY |
| CARTRIDGE SIZE | 4 MEG | NUMBER OF LEVELS | 12 |
| THEME | ACTION | % COMPLETE | 95% |

Uncle Scrooge brought home a mysterious pendant he found on an uninhabited island while on his latest treasure hunt. That's when something unusual happened to Uncle Scrooge. Now the only thing that will cure him is to return the magical pendant to its rightful place on the island. That job falls on Donald's shoulders, but his adventure is not an easy one. Donald must make his way through several different, dangerous climate locations on the island. Collect different objects in each area to enter the shrine and complete his adventure.

**THE GOOD**

The graphics and game play are great, with some really in-depth levels.

**THE BAD**

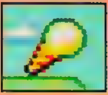
The fact that you don't fight some of the end Bosses. You just wait until they do something stupid.

**THE UGLY**

Donald's attitude when he gets hit by an enemy. Really ugly!

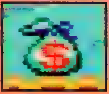
## HELPFUL ICONS

### CONE



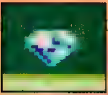
Throughout the game, Donald can rejuvenate his Life Meter by one, if he picks up this icon.

### MONEY BAG



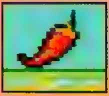
Donald sure can rack up some easy points with these money bags. They are everywhere.

### DIAMOND



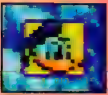
Opening certain chests, Donald will find a diamond inside. The diamonds are worth huge bonus points.

### RED PEPPER



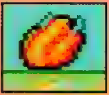
This red pepper will give Donald some extra speed and strength. With it, he is unstoppable.

### FREE DUDE



Donald has to really search for the chests containing his picture, which enables him to get a free guy.

### TURKEY

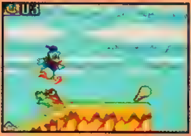


Grab this tasty turkey to help Donald replenish his Life Meter. One turkey will give Donald life back.

## DONALD'S ATTACK MOVES

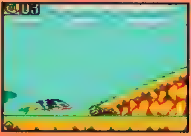
Check out all the different ways Donald can attack his foes.

### JUMP



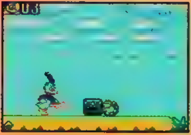
Jump on your enemies' heads to take them out.

### DASH



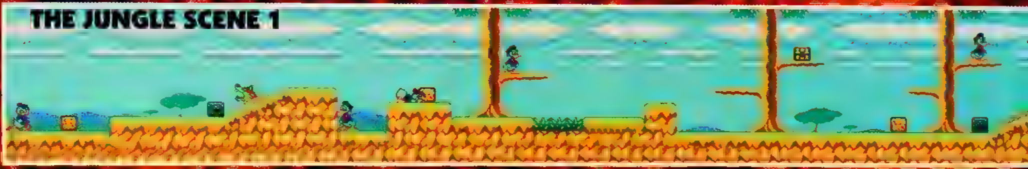
A pepper will make you dash through enemies.

### KICK

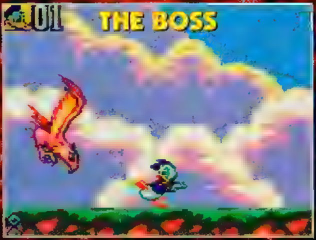


Kick the blocks into your enemies to stop them.

## THE JUNGLE SCENE 1

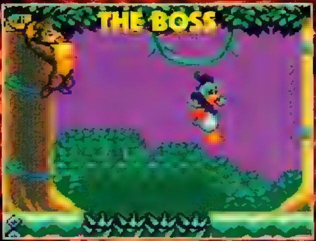


All Disney characters © The Walt Disney Company.

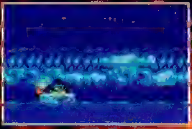


This huge eagle chases Donald down the mountain side. You have to carefully time jumps from mountains because he's right on your tail. To beat the eagle, wait until you're on a good stretch and jump on his head.

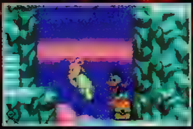
In the jungle, you come across a big ape that swings from vine to vine after you. Avoid the ape and jump over a series of spikes. To beat the ape, just keep running from him and he will eventually run smack into a tree.



Donald must ride on a small block of ice to avoid falling into the freezing water.



Donald must kick a block into the leaf, so he can make it to the next set of trees.

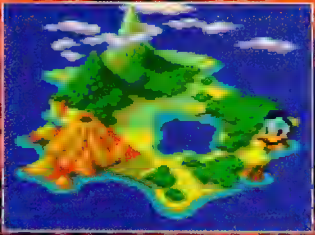


Mountain Goats attack you on the highest peaks. Watch out or they'll ram you!

# THE ISLAND

Without warning, a flock of birds attack you as you try to reach safety.

# THE VALLEY
# THE VOLCANO

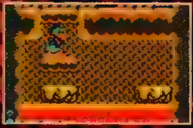


This is the overall look of the [illegible] island Donald has to explore.

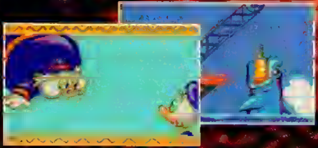
# THE JUNGLE
# THE INLET

Inside the volcano, Donald must jump on pillars that are sinking into the bubbling lava.

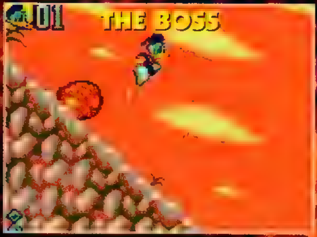
Oversized fish try to suck Donald inside them as he swims out of their current.



Donald must race his way to the top of the volcano as the lava starts to rise!

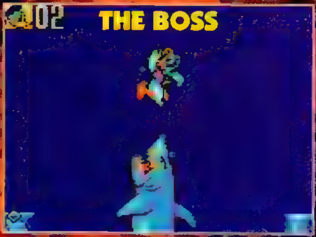


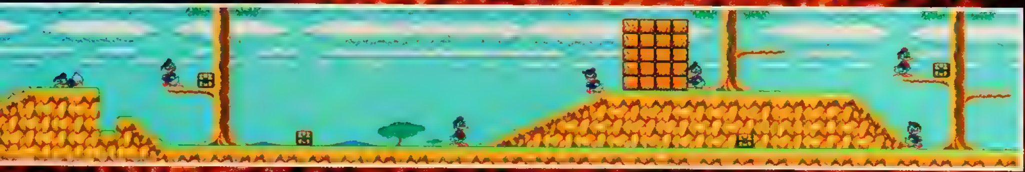
Inside a sunken ship, Donald must try and find his way out of this huge [illegible]

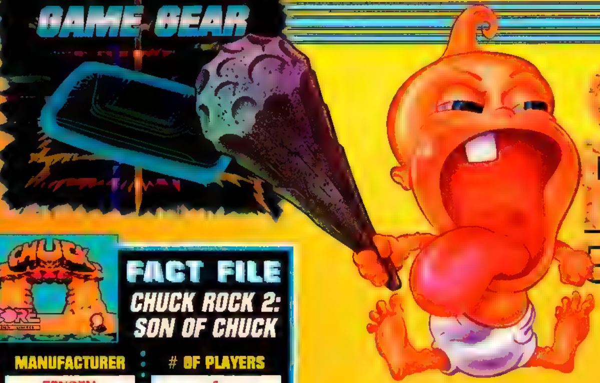


This Boss is straight out of the movie, *Raiders Of The Lost Ark*. Not only are boulders chasing you, but there are several boulders in your way that you must jump over. To beat the boulders, keep running until the level ends.

In the water, you swim into a shark's path. Several reefs will force you to swim around them as the shark attacks you. Stay a good distance away from the shark, yet have enough room to dodge the reefs in order to survive.







# CHUCK ROCK II
## Son of Chuck

## FACT FILE
### CHUCK ROCK 2: SON OF CHUCK

| MANUFACTURER | # OF PLAYERS |
|---|---|
| TENGEN | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 2 MEG | 8 |
| **THEME** | **% COMPLETE** |
| ACTION | 90% |

There's a new cavebaby in town and he's got a big club. Chuck Rock's kid has taken after his dad, causing havoc throughout prehistoric times! Son of Chuck has just found out that his dad has been captured by some prehistoric bad guys. The only way to rescue him is to travel through really huge Stone Age levels filled with all kinds of dangers!

**THE GOOD**

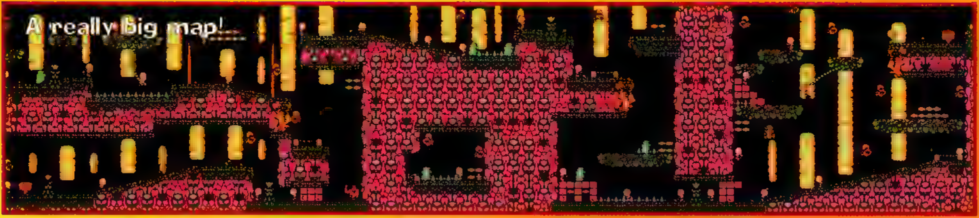
Very good game play, impressive graphics and exceptional sound. It's just plain funny, too.

**THE BAD**

Some of the levels are so huge, you can get lost while you try to find a way to get out.

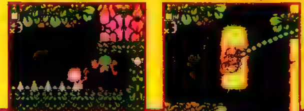
**THE UGLY**

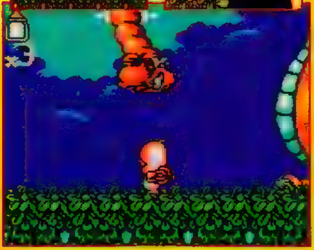
This guy needs to stop for a poop break, man. He's built up some stink trying to rescue dada!



### STAGE ONE

Chuck Rock Junior must travel through the dangerous forest on a dark night.



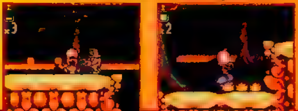


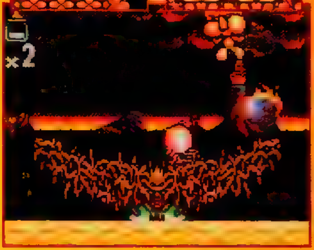
### BOSS

This dinosaur will slam his head toward you. Move to the side just before he lowers his head and then club him!

### STAGE TWO

Watch out for flying lava rocks spewing from the volcano behind you!



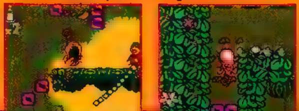


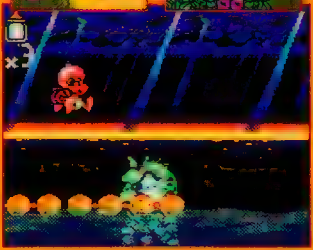
### BOSS

This prehistoric bird will drop flaming lava rocks and then swoop toward you. Jump out of the way and let him have it!

### STAGE THREE

The dangerous monkeys will smash you to little bits if you don't get them first!





### BOSS

This early octopus attacks by launching little fishies straight at you. Jump over them and swing at him when he comes by you.

NOW ON GENESIS
AND
GAME GEAR!
CROSS YOUR SWORD WITH THE BLOODIEST PIRATE OF THEM ALL!
Hook
SEGA
GENESIS
SEGA
GAME GEAR
SONY
IMAGESOFT

Hook wants revenge...and he's looking for you! So take on the role of Peter Pan and embark on a magical quest to free your children and destroy the notorious Captain James Hook. Based on the blockbuster Spielberg movie, Hook for Genesis and Game Gear delivers incredible non-stop action and critically acclaimed game play. You'll fight the Lost Boys and Rufio for your golden sword, soar high above the enchanted Neverland, clash with Hook's brutal band of pirates and face strange, dangerous creatures like poisonous porcupines, man-eating tigers and pirate ghosts. As Peter, you'll need all your strength, stealth and magical powers to survive this epic adventure. Then face the ultimate battle against the bloodiest pirate of them all!

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# F1

## FORMULA 1: GRAND PRIX

An official product of the FIA Formula One Championship Licenced by FOCA to Fuji Television Network Inc

PRESS START

### FACT FILE

**FORMULA 1 GRAND PRIX**

| MANUFACTURER | # OF PLAYERS |
|---|---|
| DOMARK | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | DECEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 2 MEG | 11 |
| **THEME** | **% COMPLETE** |
| DRIVING | 95% |

Experience all the thrills and excitement of Formula One racing in Formula 1: Grand Prix.

There are two modes of play from which to choose: Arcade and Grand Prix. In the Arcade Mode, you advance to the next successive track by finishing eighth or better. In the Grand Prix Mode, you must go up against some of the best drivers in the world i n an effort to win on some of the world's greatest racetracks. Now it's time to burn up the track!

**THE GOOD**

One of the better racing games for the Game Gear to come out in a while.

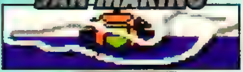
**THE BAD**

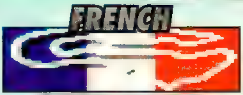
It's very tough to regain your position after the car crashes into a barrier or another car.

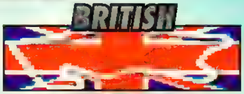
**THE UGLY**

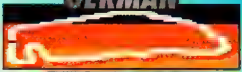
This gets cheap. After you crash, you're left in the middle of the track so others can crash into you.

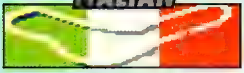
## THE TRACKS

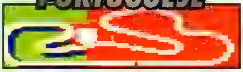

SAN MARINO

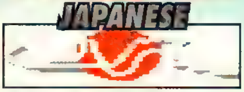

FRENCH

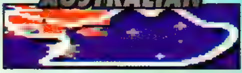

BRITISH


GERMAN

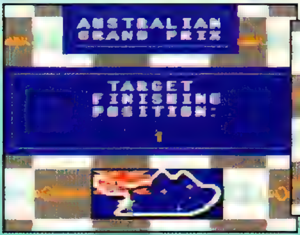

ITALIAN


PORTUGUESE


JAPANESE

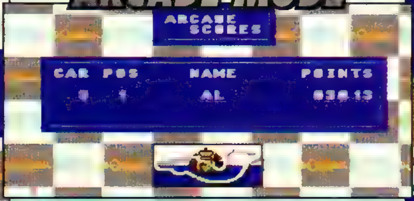

AUSTRALIAN

## ARCADE MODE


AUSTRALIAN GRAND PRIX

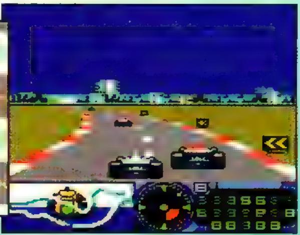
TARGET FINISHING POSITION: 1

Before a race, you will be given a goal to reach in order to continue to compete.

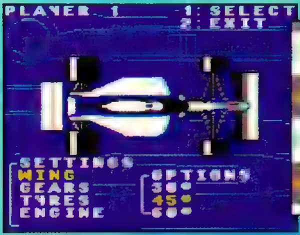

ARCADE SCORES

| CAR | POS | NAME | POINTS |
|---|---|---|---|
| [illegible] | 1 | AL | [illegible] |

After each race, you will receive a report on how well you placed with your point total.


Passing other cars around corners takes incredible timing and skill.

## GRAND PRIX MODE

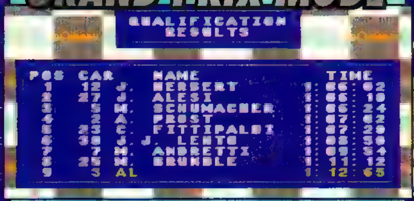

PLAYER 1

1: SELECT
2: EXIT

SETTINGS
WING
GEARS
TYRES
ENGINE

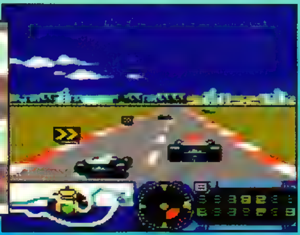
OPTIONS
30°
45°
60°

You can set up your car before a race by changing tires, wing angle, etc.


QUALIFICATION RESULTS

| POS | CAR | NAME | TIME |
|---|---|---|---|
| 1 | 12 | J. HERBERT | 1:06:02 |
| 2 | 27 | J. ALESI | 1:06:10 |
| 3 | 5 | M. SCHUMACHER | 1:06:24 |
| 4 | 2 | A. PROST | 1:07:02 |
| 5 | 23 | C. FITTIPALDI | 1:07:20 |
| 6 | 30 | J.J. LEHTO | 1:08:56 |
| 7 | 7 | M. ANDRETTI | 1:09:54 |
| 8 | 25 | M. BRUNDLE | 1:11:12 |
| 9 | 3 | AL | 1:12:65 |

The preliminary race allows you to qualify for the pole position among other racers.


Other racers are tough to get past, especially if you start to skid.

# CYBERPad.

## Capable of programmed moves. Incapable of showing mercy.

Tired of getting wasted by your opposition? Imagine blowing away your video adversary (or your friends morale) with the touch of a single button!

Introducing CYBERPad. The Programmable Control Pad with Memory.

CYBERPad's CMOS Microcontroller Programming System lets you create your own deadly combinations for each game. Now you can jump, turn right, and kick with one button. You can even switch any button's function with another (including directions)! Its all your choice.

CYBERPad. EVERYTHING ELSE IS JUST A TOY.

What's more, only CYBERPad has a 256-bit Memory Module that saves your programmed moves, even after your game system is turned off! For those who take no prisoners, there's also Cyber-Speed Rapid-Firing that shells out up to 27 shots per second. If things get out of control, use Slow Motion to fight your way through.

*Available for both Super NES and Sega GENESIS/MEGA DRIVE*

Try CYBERPad. Because it's fun to watch street fighters hide in the alley.

*AVAILABLE AT: ELECTRONICS BOUTIQUE, BABBAGES SOFTWARE ETC., THE WIZ, MACY'S, AND MORE.*

**Suncom**
**TECHNOLOGIES** 6400 W. Gross Point Road, Niles, IL 60714 708/647-4040

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RECEIVE UP TO $30.00 Per Game

(When selling us your games)

# NINTENDO GAMES

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Call our friendly FUNCO agents at (612) 946-8883 first for current prices. After you call, you'll be asked to do these things:

- a. Alphabetize the games you wish to sell on this list.
- b. Write the number and name of the agent you spoke with.
- c. Ship your games A.S.A.P. and your list to:

**FUNCO, INC. • 10120 W. 76th Street • Minneapolis, MN 55344**

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| 10 Yard Fight | $3 | $1 |
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| 1943 | 15 | 4 |
| 720 | 4 | 1 |
| 8 Eyes | 5 | 1 |
| Abadox | 5 | 1 |
| Addms Fmly | 28 | 8 |
| Adv Byu Billy | 4 | 1 |
| Adv Dino Riki | 7 | 1 |
| Adv Island | 18 | 4 |
| Adv Island 2 | 34 | 12 |
| Adv Island 3 | 44 | 22 |
| Adv Of Lolo | 18 | 8 |
| Adv Of Lolo 2 | 29 | 14 |
| Adv Of Lolo 3 | 42 | 24 |
| Adv T Sawyer | 10 | 3 |
| After Burner | 14 | 3 |
| Airbrn Rngr* | 30 | 16 |
| Air Fortress | 5 | 1 |
| Airwolf | 8 | 4 |
| Alfred Chicken* | 30 | 16 |
| Al Unser | 12 | 1 |
| Alien 3 | 36 | 16 |
| Alien Syndrome | 8 | 3 |
| All Pro Bsktbl | 12 | 2 |
| Alpha Mission | 4 | 1 |
| Amagon | 5 | 1 |
| Amer Gldiatrs | 20 | 8 |
| Anticipation | 4 | 1 |
| Arch Rivals | 16 | 4 |
| Archon | 8 | 2 |
| Arknd Game | 28 | 10 |
| Arkistas Ring | 12 | 3 |
| Astrix Gaul* | 30 | 16 |
| Astyanax | 4 | 1 |
| Athena | 5 | 1 |
| Athletic World | 10 | 1 |
| Attck Klr Tom | 15 | 2 |
| Baby Boomer | 28 | 6 |
| Back Futr | 5 | 1 |
| Back Futr 2/3 | 8 | 2 |
| Bad Dudes | 6 | 2 |
| Bad News Bsbl | 15 | 4 |
| Bad St Brawler | 5 | 1 |
| Balloon Fight | 7 | 2 |
| Bnd Kngs Chna | 34 | 18 |
| Barbie | 30 | 16 |
| Bards Tale | 20 | 6 |
| Bsbll | 4 | 1 |
| Bsbll Pros | 30 | 16 |
| Bsbll Smltr | 18 | 3 |
| Bsbll Strs | 30 | 12 |
| Bsbll Strs 2 | 40 | 22 |
| Bases Load | 6 | 2 |
| Bases Load2 | 12 | 3 |
| Bases Load 3 | 20 | 6 |
| Bases Load 4* | 30 | 16 |
| Basewars | 18 | 8 |
| Btltds/Dbl Drg | 30 | 16 |
| Battleship* | 30 | 16 |
| Batman | 8 | 1 |
| Batmn Rtrns | 34 | 16 |
| Batmn Rtn Jkr | 20 | 8 |
| Battle Chess | 18 | 8 |
| Battle Olymps | 8 | 1 |
| Battle Tank | 20 | 8 |
| Battletoads | 18 | 6 |
| Beauty Beast* | 30 | 16 |
| Bee 52 | 16 | 6 |
| Beetlejuice | 16 | 4 |
| Best Of Best | 30 | 8 |
| Bible Advntrs | 18 | 6 |
| Bible Buffet | 22 | 8 |
| Bg Brd Hd/Spk | 28 | 12 |
| Big Foot | 12 | 1 |
| Bgnse Cvmn | 18 | 4 |
| Bignose Freaks | 24 | 10 |
| Bill & Ted Adv | 8 | 1 |
| Bio Force Ape* | 30 | 16 |
| Bionic ommnd | 7 | 1 |
| Black Bass | 38 | 16 |
| Blackjack | 30 | 16 |
| Blades Steel | 15 | 4 |
| Blastr Mstr | 8 | 2 |
| Blzbstrs* | 30 | 16 |
| Blue Marlin | 40 | 20 |
| Blues Bros | 24 | 12 |
| Bo Jackson | 22 | 12 |
| Bmbrmn | 18 | 4 |
| Bmbrmn 2 | 38 | 18 |
| Bonk's Adv* | 30 | 16 |
| Boomerang Kid* | 30 | 16 |
| Boulder Dash | 15 | 3 |
| Boy & His Blob | 10 | 2 |
| Break Time | $35 | $14 |
| Breakthru | 5 | 1 |
| Bubble Bbble | 20 | 6 |
| Bubbl Bbbl 2 * | 30 | 16 |
| Bucky O Hare | 22 | 6 |
| Bugs Bny Bdy | 20 | 8 |
| Bugs Bny Cstl | 20 | 8 |
| Bump & Jump | 10 | 1 |
| Burai Fighter | 5 | 1 |
| Burgertime | 12 | 1 |
| Buster Bros* | 30 | 16 |
| Cabal | 10 | 3 |
| Caesrs Palace | 42 | 24 |
| Calif Games | 8 | 3 |
| Calif Raisins | 30 | 16 |
| Capt America | 28 | 12 |
| Capt Comic | 6 | 1 |
| Capt Planet | 18 | 6 |
| Capt Skyhawk | 4 | 1 |
| Carmn Sndgo | 22 | 8 |
| Cartn Wrkshp | 38 | 18 |
| Casino Kid | 25 | 8 |
| Casino Kid 2 | 44 | 22 |
| Castelian | 16 | 1 |
| Castle Deceipt | 20 | 8 |
| Castl Drgn | 7 | 2 |
| Castlequest | 7 | 2 |
| Castlevania | 6 | 1 |
| Castlvania 2 | 5 | 2 |
| Castlvania 3 | 8 | 2 |
| Cave Mn Gms | 10 | 3 |
| Chall Dragon | 28 | 14 |
| Champ Bowlng | 20 | 8 |
| Chmp Pool* | 30 | 16 |
| Chessmstr | 30 | 16 |
| Chiller | 15 | 6 |
| Chips Chall* | 30 | 16 |
| Chubby Cherub | 12 | 2 |
| Circus Caper | 10 | 1 |
| City Connectn | 5 | 1 |
| Clash At Dmnhd | 5 | 1 |
| Classic Cncnt | 34 | 16 |
| Cliffhanger* | 30 | 16 |
| Clu Clu Land | 8 | 1 |
| Cobra Cmmnd | 7 | 2 |
| Cobra Triangle | 5 | 1 |
| Code Nm Viper | 5 | 1 |
| Color Dinosr | 30 | 16 |
| Commando | 3 | 1 |
| Conan | 15 | 3 |
| Conflict | 25 | 10 |
| Conq Xtal Plce | 7 | 1 |
| Contra | 10 | 2 |
| Contra Force | 30 | 12 |
| Cool World | 30 | 16 |
| Corvette ZR1* | 30 | 16 |
| Cowboy Kid | 20 | 8 |
| Crash Dummies | 30 | 16 |
| Crash/Boys-Ice | 30 | 16 |
| Crash/Boys-Strt | 28 | 14 |
| Crazyland* | 30 | 16 |
| Creatom | 30 | 16 |
| Crystal Mines | 30 | 16 |
| Crystalis | 10 | 3 |
| Cyberball | 28 | 4 |
| Cybernoid | 5 | 1 |
| Dance Aerobcs | 10 | 2 |
| Darkman | 10 | 1 |
| Darkwing Duck | 30 | 12 |
| Dash Galaxy | 6 | 2 |
| Daydrm Davey* | 24 | 12 |
| Days Of Thndr | 12 | 4 |
| Deadly Towers | 3 | 1 |
| Death Race | 18 | 3 |
| Deathbots | 15 | 2 |
| Def Of Crown | 8 | 2 |
| Def Of Dyn City | 28 | 4 |
| Defender 2 | 10 | 1 |
| Deja Vu | 12 | 1 |
| Demon Sword | 5 | 1 |
| Dennis/Menace* | 30 | 16 |
| Desrt Cmmnd | 12 | 4 |
| Dest Earth Str | 4 | 1 |
| Destiny Of Emp | 20 | 8 |
| Dick Tracy | 6 | 1 |
| Die Hard | 28 | 8 |
| Dig Dug II | 12 | 3 |
| Digger T Rock | 18 | 6 |
| Dirty Harry | 8 | 3 |
| Disney Adv | 16 | 3 |
| Dizzy | 28 | 8 |
| Donkey Kong | 16 | 3 |
| Dnky Kong Jr | 15 | 2 |
| Dnky Kong 3 | 8 | 1 |
| Dnky Kong Cls | $18 | $4 |
| Dnky Kng Math | 20 | 6 |
| Double Dare | 16 | 3 |
| Dble Drag | 6 | 1 |
| Dble Drag 2 | 8 | 2 |
| Dble Drag 3 | 10 | 1 |
| Dble Dribble | 8 | 1 |
| Dble Strike | 20 | 6 |
| Dr Chaos | 5 | 1 |
| Dr Jekyll/Hyde | 5 | 1 |
| Dr Mario | 18 | 4 |
| Dracula* | 30 | 16 |
| Dragn Fighter | 22 | 4 |
| Dragn Power | 4 | 1 |
| Dragn Spirit | 5 | 1 |
| Dragn Warr | 5 | 1 |
| Dragn Warr 2 | 28 | 12 |
| Dragn Warr 3 | 48 | 22 |
| Dragn Warr 4 | 50 | 30 |
| Dragons Lair | 16 | 6 |
| Dragonstrike | 26 | 10 |
| Dream Team | 30 | 16 |
| Duck Tales | 10 | 3 |
| Duck Tales 2* | 30 | 16 |
| Dudes W/Tudes | 10 | 1 |
| Dungeon Magic | 8 | 1 |
| Dusty Diamnd | 28 | 14 |
| Dyno Warz | 6 | 1 |
| Elevator Action | 7 | 1 |
| Elim Boat Duel | 25 | 10 |
| Emp Strks Bck | 30 | 12 |
| Evrt/Lndl Ten | 10 | 3 |
| Excitebike | 7 | 1 |
| Exodus | 22 | 8 |
| F 1 Hero | 30 | 16 |
| F 117 Stealth Ftr | 30 | 16 |
| F 15 City Wars | 18 | 8 |
| F 15 Strk Egl | 30 | 14 |
| Family Feud | 35 | 18 |
| Fantasy Zone | 12 | 3 |
| Faria | 39 | 22 |
| Faxanadu | 5 | 1 |
| Felix The Cat | 36 | 14 |
| Ferrari GP | 22 | 10 |
| Fester's Quest | 5 | 1 |
| Fighting Golf LT | 18 | 4 |
| Final Fantasy | 15 | 6 |
| Fire Hawks | 15 | 6 |
| Fire House Rsc | 34 | 16 |
| Fire N Ice* | 30 | 16 |
| Fist Of N Star | 8 | 2 |
| Flash | 30 | 16 |
| Flight Intruder | 20 | 10 |
| Flintstones | 28 | 12 |
| Flintstones2* | 30 | 16 |
| Flying Dragon | 5 | 1 |
| Flyng Warriors | 15 | 3 |
| Formula 1 | 25 | 10 |
| Frankenstein | 18 | 6 |
| Freedom Force | 7 | 2 |
| Friday 13th | 4 | 1 |
| Fun House | 15 | 4 |
| Galactic Crsdr | 22 | 12 |
| Galaga | 38 | 18 |
| Galaxy 5000 | 16 | 8 |
| Gargyls Qst 2 | 24 | 6 |
| Gauntlet | 5 | 1 |
| Gauntlet 2 | 8 | 1 |
| Gemfire | 25 | 8 |
| Genghis Khan | 28 | 12 |
| George Frmn | 25 | 4 |
| Ghost Bstrs | 5 | 1 |
| Ghost Bstrs 2 | 8 | 1 |
| Ghost Lion | 26 | 12 |
| Ghosts & Gblns | 5 | 1 |
| Ghoul School | 20 | 3 |
| GI Joe | 20 | 6 |
| GI Joe Atl | 20 | 6 |
| Gilligans Isle | 15 | 6 |
| Goal | 6 | 1 |
| Goal 2 | 32 | 12 |
| Godzilla | 10 | 3 |
| Godzilla 2 | 30 | 14 |
| Gld Mdl Chll 92 | 24 | 6 |
| Golf | 6 | 1 |
| Golf Grndsam | 36 | 20 |
| Golf Pebble Bch | 15 | 3 |
| Golf Power | 28 | 14 |
| Golgo 13 | 3 | 1 |
| Goonies 2 | 4 | 1 |
| Gotcha | 5 | 1 |
| Gradius | 6 | 1 |
| Grand Prix | 30 | 16 |
| Grt Waldo Srch | 30 | 16 |
| Gremlins 2 | $10 | $4 |
| Guardn Lgnd | 5 | 1 |
| Guerilla War | 7 | 1 |
| Gum Shoe | 5 | 1 |
| Gun Nac | 22 | 3 |
| Gunsmoke | 8 | 1 |
| Gyruss | 10 | 2 |
| Hammrn Harry* | 30 | 16 |
| Harlm Glbtrtrs | 15 | 4 |
| Hatris | 35 | 18 |
| Heavy Barrel | 6 | 1 |
| Heavy Shreddin | 5 | 1 |
| Heros Of Lance | 10 | 2 |
| High Speed | 30 | 14 |
| Hillsfar | 34 | 16 |
| Hit The Ice* | 30 | 16 |
| Hogans Alley | 8 | 1 |
| Hollywood Sqrs | 12 | 4 |
| Home Alone | 20 | 10 |
| Home Alone 2 | 22 | 4 |
| Hook | 25 | 8 |
| Hoops | 6 | 1 |
| Hudson Hawk | 12 | 1 |
| Hunt Red Oct | 12 | 4 |
| Hydlide | 4 | 1 |
| I Can Rmbr | 22 | 8 |
| Ice Climber | 8 | 1 |
| Ice Hockey | 5 | 1 |
| Ikari War | 5 | 1 |
| Ikari War 2 | 5 | 1 |
| Ikari War 3 | 10 | 1 |
| Image Fight | 6 | 1 |
| Immortal | 18 | 8 |
| Imp Mission 2 | 12 | 1 |
| Ind Jns Doom | 5 | 1 |
| Ind Jns Lst Cr | 18 | 6 |
| Indy Heat | 30 | 16 |
| Infiltrator | 4 | 1 |
| Iron Sword | 5 | 1 |
| Iron Tank | 5 | 1 |
| Isolated Warr | 12 | 3 |
| Jack Nkls Golf | 20 | 6 |
| Jackal | 4 | 1 |
| Jackie Chan KF | 12 | 1 |
| James Bond Jr | 30 | 10 |
| Jaws | 7 | 1 |
| Jeopardy | 18 | 6 |
| Jeopardy Jr | 18 | 6 |
| Jeopardy 25th | 18 | 6 |
| Jet Bike Sim* | 30 | 16 |
| Jetsons* | 34 | 18 |
| Jmmy onnrs* | 30 | 16 |
| Joe & Mac | 30 | 10 |
| John E Qback | 4 | 1 |
| J Mdn Ftbl '93* | 30 | 16 |
| Jordan vs Bird | 8 | 2 |
| Joshua | 30 | 14 |
| Journey Silius | 7 | 1 |
| Joust | 8 | 1 |
| Jurassic Park | 30 | 16 |
| Karate Champ | 5 | 1 |
| Karate Kid | 5 | 1 |
| Karnov | 4 | 1 |
| Kickle Cubicle | 22 | 8 |
| Kickmaster | 18 | 8 |
| Kid Icarus | 10 | 3 |
| Kid Klown* | 34 | 18 |
| Kid Kool | 12 | 2 |
| Kid Niki | 6 | 1 |
| King Neptune | 28 | 14 |
| King Of Kings | 22 | 10 |
| Kings Knight | 4 | 1 |
| Kings Of Beach | 7 | 1 |
| Kings Qst 5 | 32 | 16 |
| Kirbys Adv | 42 | 24 |
| Kiwi Kraze | 18 | 4 |
| Klash Ball | 16 | 1 |
| Klax | 35 | 16 |
| Knight Rider | 7 | 1 |
| Krazy Kreatures | 22 | 8 |
| Krion Conquest | 12 | 4 |
| Krustys FH | 28 | 8 |
| Kung Fu | 4 | 1 |
| Kung Fu 2 | 30 | 16 |
| Kung Fu Heroes | 7 | 1 |
| L'empereur | 40 | 20 |
| Laser Invasion | 8 | 1 |
| Lst Actn Hero* | 30 | 16 |
| Last Ninja | 15 | 4 |
| Last Strfghtr | 10 | 1 |
| Legacy Of Wiz | 4 | 1 |
| Lgnd Of Kage | 3 | 1 |
| Lgndry Wngs | 4 | 1 |
| Lgnds Dmnd | 25 | 10 |
| Lemmings | $29 | $2 |
| Lethl Wpn 3 | 30 | 16 |
| Life Force | 5 | 1 |
| Linus Spchd | 30 | 14 |
| Litl Lg Bsbl | 12 | 3 |
| Litl Mermaid | 25 | 12 |
| Litl Ninja Bros | 24 | 10 |
| Ltl Nmo Mstr | 15 | 3 |
| Litl Samson | 30 | 16 |
| Lode Runner | 8 | 1 |
| Lone Ranger | 16 | 6 |
| Loopz | 22 | 12 |
| Lost In Vegas | 30 | 16 |
| Low G Man | 6 | 1 |
| Lunar Pool | 15 | 4 |
| Mach Rider | 4 | 1 |
| Mad Max | 7 | 2 |
| Mafat Cnsprcy | 5 | 1 |
| Mg Jhnsn Bskb | 7 | 1 |
| Mag Sherezade | 8 | 1 |
| Magic Darts | 28 | 14 |
| Magician | 18 | 6 |
| Magmax | 4 | 1 |
| Major Lg Bsbl | 3 | 1 |
| Maniac Mansion | 15 | 4 |
| Mappyland | 15 | 4 |
| Marble Madns | 8 | 2 |
| Mrio Brothers | 8 | 3 |
| Mrio Is Missing | 42 | 24 |
| Mrio's Tm Mch* | 30 | 16 |
| Marvels X-Men | 22 | 12 |
| Master Chu | 15 | 6 |
| Mtchbx Rcrs | 30 | 16 |
| Mc Kids | 28 | 14 |
| Mech Attack | 12 | 4 |
| Mega Man 1 | 20 | 8 |
| Mega Man 2 | 12 | 4 |
| Mega Man 3 | 16 | 6 |
| Mega Man 4 | 24 | 6 |
| Mega Man 5 | 38 | 18 |
| Menace Beach | 30 | 12 |
| Mendel Palace | 8 | 2 |
| Mrmaid Atlnts* | 30 | 16 |
| Metal Fighter | 20 | 8 |
| Metal Gear | 3 | 1 |
| Metal Man* | 30 | 16 |
| Metal Mech | 10 | 1 |
| Metal Storm | 15 | 4 |
| Metroid | 5 | 1 |
| Michl Andretti | 15 | 6 |
| Mickey Mouse | 8 | 2 |
| Mickey's Adv | 30 | 16 |
| Mickey's Safari | 30 | 16 |
| Micro Mach | 30 | 10 |
| Mig 29 | 18 | 2 |
| Might & Magic | 54 | 28 |
| Mighty Bmb Jck | 6 | 1 |
| Mghty Fnl Fgt* | 30 | 16 |
| Millipede | 30 | 16 |
| Milons Sec Cstle | 8 | 3 |
| Mini Putt* | 30 | 16 |
| Mission Cobra | 26 | 12 |
| Mission Imp | 4 | 1 |
| Monopoly | 40 | 22 |
| Monst Trk Rly | 30 | 16 |
| Monster Party | 7 | 2 |
| Monster/Pocket | 20 | 6 |
| Moon Crystal | 30 | 16 |
| Moon Ranger | 30 | 8 |
| Motr City Ptrl | 34 | 12 |
| Mr Gimmick* | 30 | 16 |
| Ms Pacman* | 60 | 36 |
| MULE | 15 | 3 |
| Muppet Adv | 12 | 6 |
| Muscle | 5 | 1 |
| Mutant Virus | 20 | 2 |
| Mystery Quest | 7 | 1 |
| NARC | 8 | 2 |
| Nascar Chall | 22 | 12 |
| Natl Ftbl Lg | 7 | 3 |
| NES Open | 36 | 18 |
| Nghtmr Elm St | 8 | 2 |
| Ngl Mnsll Rcg | 30 | 16 |
| Nightshade | 16 | 2 |
| Ninja Crsdrs | 12 | 4 |
| Ninja Gaiden | 5 | 1 |
| Ninja Gaiden 2 | 8 | 1 |
| Ninja Gaiden 3 | 18 | 8 |
| Ninja Kid | 5 | 1 |
| Noahs Ark | 30 | 16 |
| Nobun Ambtn | 20 | 8 |
| Nobun Ambtn 2 | 48 | 20 |
| North & South | 25 | 12 |
| Nosferatu* | 30 | 16 |
| Operation Wolf | $4 | $1 |
| Orb 3D | 5 | 1 |
| Othello | 15 | 6 |
| Over Horizon* | 30 | 16 |
| Overlord | 22 | 10 |
| P Radicus | 18 | 8 |
| Pacman | 25 | 8 |
| Pacmania | 45 | 26 |
| Palamedes | 20 | 10 |
| Panic Rstrnt | 28 | 12 |
| Paperboy | 12 | 3 |
| Paperboy 2 | 28 | 8 |
| Perfect Fit | 18 | 4 |
| Pestrmintr | 12 | 3 |
| Petr Pan Pirts | 12 | 1 |
| Phantm Fghtr | 6 | 1 |
| Pictionary | 12 | 4 |
| Pinball | 12 | 4 |
| Pinball Quest | 18 | 8 |
| Pinbot | 18 | 6 |
| Pipe Dream | 18 | 8 |
| Pirates | 30 | 16 |
| Platoon | 4 | 1 |
| Play Act Ftbl | 5 | 1 |
| Pool Radiance | 28 | 14 |
| Popeye | 8 | 2 |
| POW | 7 | 2 |
| Power Punch 2 | 22 | 6 |
| Powerblade | 8 | 2 |
| Powerblade 2 | 30 | 16 |
| Predator | 5 | 1 |
| Prince Persia | 28 | 12 |
| Princs Tomato | 20 | 6 |
| Pro Am Rcng | 7 | 2 |
| Pro Am Rcng 2 | 36 | 18 |
| Pro Sprt Hcky* | 30 | 16 |
| Pro Wrestling | 5 | 1 |
| Punch Out MT | 7 | 1 |
| Punisher | 12 | 3 |
| Puss & Boots | 16 | 8 |
| Puzzle | 20 | 8 |
| Puzznic | 36 | 14 |
| Pyramid | 28 | 14 |
| Pyramids Of Ra | 30 | 16 |
| Q Bert | 12 | 3 |
| Qix | 40 | 22 |
| Quant Fighter | 8 | 2 |
| Quattro Adv | 25 | 14 |
| Quattro Arcd | 30 | 12 |
| Quattro Sports | 22 | 12 |
| Race America | 30 | 16 |
| Racket Attack | 5 | 1 |
| Rad Gravity | 7 | 1 |
| Rad Racer | 8 | 1 |
| Rad Racer 2 | 15 | 3 |
| Rad Racket | 30 | 16 |
| Raid 2020 | 8 | 1 |
| Raid Bngig Bay | 5 | 1 |
| Rainbow Island | 34 | 18 |
| Rally Bike | 16 | 4 |
| Rambo | 3 | 1 |
| Rampage | 8 | 2 |
| Rampart | 25 | 10 |
| RBI Baseball | 8 | 2 |
| RBI Bsbl 2 | 18 | 8 |
| RBI Bsbl 3 | 35 | 18 |
| Remote Cntrl | 5 | 1 |
| Ren/Stimpy* | 30 | 16 |
| Renegade | 3 | 1 |
| Resc Emb Mis | 4 | 1 |
| Resc Rngrs | 16 | 6 |
| Resc Rngrs 2* | 30 | 16 |
| Ring King | 8 | 2 |
| Rivr City Rnsm | 10 | 3 |
| Road Blasters | 12 | 3 |
| Road Runner | 18 | 6 |
| Robin Hood | 15 | 4 |
| Robo Cop | 8 | 2 |
| Robo Cop 2 | 18 | 6 |
| Robo Cop 3 | 28 | 8 |
| Rbo Cp vs Trm* | 30 | 16 |
| Robo Demons | 20 | 10 |
| Robo Warriors | 5 | 1 |
| Rock N Ball | 8 | 1 |
| Rockt Rngr | 4 | 1 |
| Rocketeer | 10 | 1 |
| Rockin' Kats | 25 | 12 |
| Rcky/Bllwnkl | 34 | 18 |
| Rgr Clmns Bsbl | 18 | 8 |
| Rgr Rabbit | 8 | 1 |
| Roller Ball | 22 | 12 |
| Roller Games | 6 | 1 |
| Rollerblade Rcr | 30 | 14 |
| Rolling Thndr | 7 | 1 |
| Rmnc 3 Kngds | $20 | $8 |
| Rmnc 3 Kngds 2 | 40 | 16 |
| Roundball | 22 | 3 |
| Rush N Attack | 4 | 1 |
| Rygar | 4 | 1 |
| Scat | 20 | 2 |
| Secret Scout | 28 | 12 |
| Secret Storm | 22 | 8 |
| Section Z | 3 | 1 |
| Seicross | 4 | 1 |
| Sesm St 123 | 15 | 3 |
| Ssm St ABC | 15 | 3 |
| Ssm St ABC/123 | 38 | 20 |
| Sesm St Ctdn | 36 | 10 |
| Shadw Ninja | 12 | 1 |
| Shadwgate | 7 | 2 |
| Shattrhnd | 10 | 1 |
| Shingen Ruler | 12 | 4 |
| Shinobi | 10 | 3 |
| Shock Wave | 14 | 4 |
| Shootng Rnge | 15 | 4 |
| Short Order | 15 | 2 |
| Side Pocket | 36 | 16 |
| Silent Assault | 18 | 6 |
| Silent Service | 6 | 1 |
| Silk Worm | 12 | 2 |
| Silver Surfer | 8 | 3 |
| Smpsns-B v SM | 10 | 1 |
| Smpsns-B v Wrl | 15 | 3 |
| Smpsns-B v RM | 28 | 10 |
| Skate Or Die 1 | 4 | 1 |
| Skate Or Die 2 | 8 | 3 |
| Ski Or Die | 20 | 6 |
| Skull & Crsbns | 7 | 2 |
| Sky Kid | 6 | 1 |
| Sky Shark | 5 | 1 |
| Slalom | 4 | 1 |
| Smash TV | 8 | 1 |
| Snake Rattle | 12 | 3 |
| Snakes Revnge | 5 | 1 |
| Snoopy Sports | 18 | 4 |
| Snow Bros | 40 | 22 |
| Snow White | 39 | 17 |
| Soccer | 5 | 1 |
| Solar Jetman | 5 | 1 |
| Solitaire | 30 | 16 |
| Solomns Ky | 8 | 2 |
| Solstice | 5 | 1 |
| Space Marine* | 30 | 16 |
| Space Shuttle | 20 | 8 |
| Spelunker | 7 | 1 |
| Spdrmn-Sin 6 | 24 | 4 |
| Sprtual Warfar | 26 | 10 |
| Spot The Game | 18 | 6 |
| Spy Hunter | 5 | 1 |
| Spy vs Spy | 6 | 1 |
| Sqoon | 8 | 1 |
| Squashed* | 30 | 16 |
| Stdium Evnts | 30 | 14 |
| Stakk'm | 30 | 16 |
| Stanley | 28 | 10 |
| Star Force | 5 | 1 |
| Star Ship Hctr | 4 | 1 |
| Star Soldier | 5 | 1 |
| Star Trek | 28 | 10 |
| Str Trk NG* | 30 | 16 |
| Star Tropics | 10 | 2 |
| Star Voyager | 4 | 1 |
| Star Wars | 20 | 10 |
| Stealth | 7 | 1 |
| Stinger | 4 | 1 |
| Street Cops | 15 | 3 |
| Street Fighter | 10 | 2 |
| Strider | 4 | 1 |
| Stunt Kids | 32 | 16 |
| Superman | 10 | 2 |
| Supr Cars | 18 | 6 |
| Supr Contra | 10 | 2 |
| Supr Ddg Bll | 10 | 1 |
| Supr Glve Bll | 4 | 1 |
| Supr Jeopardy | 25 | 10 |
| Supr Mario | 2 | 1 |
| Supr Mario 2 | 15 | 6 |
| Supr Mario 3 | 20 | 8 |
| Supr Mr/Dk Ht | 2 | 1 |
| Supr Mr/Dk/Trk | 2 | 1 |
| Supr Off Road | 16 | 4 |
| Supr Pitfall | 7 | 2 |
| Spr Slm Dnk* | 30 | 16 |
| Supr Spk Vlybl | 10 | 1 |
| Spr Spk/WCSoc | 12 | 3 |
| Supr Sprint | 10 | 4 |
| Supr Spy Hntr | 22 | 10 |
| Supr Tm Games | 10 | 3 |
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| Tagin Dragon | 19 | 10 |
| Talespin | 20 | 10 |
| Target Rengade | 4 | 1 |
| Tecmo Basebll | 8 | 3 |
| Tecmo Bowl | 12 | 2 |
| Tecmo Bowl 2 | 40 | 20 |
| Tcm Cup Sccr | 30 | 12 |
| Tcm NBA Bskbl | 42 | 20 |
| Tcm Wrld Wrst | 10 | 3 |
| TMNT | 7 | 1 |
| TMNT 2 | 15 | 4 |
| TMNT 3 | 30 | 10 |
| TMNT Trn Ft* | 30 | 16 |
| Tennis | 6 | 1 |
| Terminator | 36 | 14 |
| Terminator 2 | 16 | 6 |
| Terra Cresta | 8 | 2 |
| Tetris | 22 | 10 |
| Tetris 2* | 30 | 16 |
| Thoms Tank* | 30 | 16 |
| Three Stooges | 10 | 4 |
| Thundrbrds | 10 | 1 |
| Thundrcade | 8 | 2 |
| Thundr & Litng | 28 | 12 |
| Tiger Heli | 5 | 1 |
| Tiles Of Fate | 22 | 10 |
| Time Lord | 3 | 1 |
| Times Of Lore | 28 | 10 |
| Tiny Toon | 40 | 18 |
| Tiny Toons 2 | 39 | 22 |
| To The Earth | 4 | 1 |
| Toki | 22 | 10 |
| Tom & Jerry | 32 | 16 |
| Tombs & Trsrs | 18 | 4 |
| Toobin | 22 | 8 |
| Top Gun | 4 | 1 |
| Top Gun 2 | 10 | 1 |
| Total Recall | 5 | 1 |
| Totally Rad | 8 | 2 |
| Tchdwn Fever | 15 | 1 |
| Tower Of Radia | 30 | 16 |
| Town/Cntry | 2 | 1 |
| Town/Cntry 2 | 18 | 2 |
| Toxic Crusadrs | 26 | 6 |
| Track & Field | 5 | 1 |
| Track & Field 2 | 5 | 1 |
| Treasr Isl Diz | 30 | 16 |
| Treasr Mstr | 15 | 1 |
| Trick Shtng | 12 | 1 |
| Trog | 18 | 4 |
| Trojan | 2 | 1 |
| Trolls | 35 | 16 |
| Twin Cobra | 12 | 3 |
| Twin Eagle | 16 | 6 |
| Ultima 1 Exds | 10 | 3 |
| Ultima 2 Qst | 26 | 12 |
| Ult 3 War/Dest | 59 | 32 |
| Ult Air Cmbt | 32 | 16 |
| Ultmt Bsktbl | 15 | 3 |
| Ultmt Journey | 39 | 18 |
| Ultmt Soccer | 26 | 10 |
| Ultmt Stuntman | 12 | 1 |
| Uncharted Wtrs | 32 | 12 |
| Uninvited | 25 | 10 |
| Untouchables | 16 | 3 |
| Uphoria* | 30 | 16 |
| Urban Chmpn | 4 | 1 |
| Vegas Dreams | 40 | 18 |
| Venic Bch Vlybl | 16 | 2 |
| Vice Proj Doom | 10 | 1 |
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| Wheel Frtn Fam | 20 | 10 |
| Wheel Frtn Jr | 20 | 10 |
| Whl Frtn Vanna | 35 | 16 |
| Where's Waldo | 12 | 4 |
| Whomp'em | 18 | 1 |
| Widget | 36 | 14 |
| Wild Gunmn | 8 | 1 |
| Willow | 7 | 1 |
| Win Lose Draw | 8 | 1 |
| Winter Games | 4 | 1 |
| Wizardry | 20 | 8 |
| Wizardry 2 | 42 | 24 |
| Wizrds Warrs | 4 | 1 |
| Wizrds Warrs 3 | 16 | 4 |
| Wolverine | 28 | 8 |
| Wrld Chmp | 18 | 2 |
| Wrld Chmp Wr | 10 | 3 |
| Wrld Cl Trk | 5 | 1 |
| Wrld Cup Sccr | 15 | 4 |
| Wrld Games | 7 | 1 |
| Wrld Runner | 3 | 1 |
| Wrath Blk Mnta | 4 | 1 |
| Wrecking Crew | 8 | 3 |
| Wrestlemania | 5 | 1 |
| Wurm | 15 | 1 |
| WWF Chllnge | 10 | 2 |
| WWF Kng Rng* | 30 | 16 |
| WWF Stl Cage | 25 | 12 |
| Xenophobe | 5 | 1 |
| Xevious | 5 | 1 |
| Xexyz | 5 | 1 |
| Yo Noid | 12 | 3 |
| Yoshi | 28 | 8 |
| Yoshis Cookie | 28 | 12 |
| Yng Indy Chrn | 30 | 14 |
| Zanac | 5 | 1 |
| Zelda | 8 | 2 |
| Zelda 2 | 10 | 3 |
| Zn/Intrgl Ninj* | 30 | 16 |
| Zombie Nation | 20 | 4 |

### ACCESSORIES

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| Carry Case/Sm | 4 | 1 |
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| Dust Cover | 3 | 1 |
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| Ext Cord Cntrl | 8 | 3 |
| Four Score | 15 | 3 |
| Game Genie | 30 | 10 |
| Game Hldr/Lg | 7 | 2 |
| Game Hldr/Sm | 3 | 1 |
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| Light Gun | 4 | 1 |
| Mega Joypad | 12 | 3 |
| Misc Joypad | 7 | 1 |
| Misc Joystick | 5 | 1 |
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| Rock N Roller | 8 | 1 |
| Satelite | 8 | 4 |
| Single Wireless | 7 | 2 |
| Star Mstr Jystk | 8 | 1 |
| Suprcontroller | 3 | 1 |
| U Force | 6 | 1 |
| Ult Joystick | 16 | 4 |
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| Altered Beast | 15 | 3 |
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| Andr Agssi Tns | 36 | 18 |
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| Bty Bst Roar* | 45 | 26 |
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| Bulls v Lakrs | 25 | 6 |
| Burning Force | 15 | 6 |
| Bustr Dgls Bxg | 16 | 4 |
| Cadash | 28 | 6 |
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| Cal Ripkn Bsbl | 38 | 18 |
| Caliber 50 | 22 | 6 |
| Calif Games | 34 | 10 |
| Capt America | 40 | 16 |
| Capt Planet | 48 | 26 |
| Crmn Sndg-TM | 30 | 10 |
| Crmn Sndg-Wld | 50 | 28 |
| Cstlvn Bld* | 50 | 26 |
| Centurion | 35 | 14 |
| Chakan | 38 | 12 |
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| Cool World | 44 | 26 |
| Cosmc Spchd* | 45 | 26 |
| Crack Down | 22 | 6 |
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| Cross Fire | 22 | 6 |
| Crue Ball | 40 | 16 |
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| Cyberball | 10 | 2 |
| Cyborg Just | 38 | 16 |
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| Dble Drag | 30 | 6 |
| Dble Drag 3 | 36 | 12 |
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| Dracula* | 45 | 26 |
| Dragons Fury | 48 | 24 |
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| Dynmt Duke | 16 | 4 |
| F Swat | 12 | 2 |
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| El Viento | 20 | 4 |
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| ESPN Sndy NFL* | 45 | 26 |
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| Europn Rcrs* | 45 | 26 |
| Euro Hcky(MD) | 59 | 36 |
| Evandr Hlyfld | 35 | 12 |
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| Exile | 35 | 12 |
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| F 19 Stealth Ftr* | 45 | 26 |
| F 22 Interceptr | 30 | 12 |
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| Fatal Fury | 50 | 32 |
| Fatal Rewind | 12 | 3 |
| Fatl Labyrinth | 15 | 2 |
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| Fight Mstrs | 36 | 10 |
| Fight Megmnsr* | 45 | 26 |
| Final Zone | 18 | 4 |
| Fire Shark | 18 | 3 |
| Flashback | 50 | 28 |
| Flicky | 30 | 8 |
| Flintstones | 45 | 26 |
| Forgtn Wrlds | 10 | 2 |
| Formula 1* | 45 | 26 |
| G Loc | 35 | 16 |
| Gadgt Twins | 38 | 16 |
| Gaiares | 20 | 4 |
| Gain Ground | 20 | 6 |
| Galahad | 32 | 14 |
| Galaxy Force 2 | 18 | 3 |
| Gauntlet 4* | 45 | 26 |
| Gemfire | 42 | 16 |
| General Chaos* | 40 | 20 |
| George Frmn | 38 | 14 |
| Ghengis Kahn2* | 45 | 26 |
| Ghost Bstrs | 15 | 3 |
| Ghouls Ghosts | 18 | 4 |
| Gods | 36 | 14 |
| Golden Axe | 18 | 6 |
| Golden Axe 2 | 28 | 12 |
| Golf | 18 | 6 |
| Goofy* | 45 | 26 |
| Granada | 18 | 4 |
| Grt Wldo Srch | 40 | 14 |
| Grt Hvywts* | 45 | 26 |
| Greendog | 20 | 6 |
| Grndstrmr* | 45 | 26 |
| Growl | 28 | 10 |
| Guardn Angls* | 42 | 20 |
| Gunship* | 45 | 26 |
| Hard Drivin' | 20 | 6 |
| Hardball | 18 | 4 |
| Hardball 3 | 48 | 24 |
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| Heavy Nova | 18 | 4 |
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| Ind Jns Lst Cr | 36 | 12 |
| Insector X | 15 | 3 |
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| Ishido | 10 | 2 |
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| James Pond | 15 | 4 |
| James Pond 2 | 20 | 4 |
| James Pnd Aq | 32 | 10 |
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| Joe Mntna | 15 | 4 |
| Joe Mntna 2 | 18 | 6 |
| Joe Mntna 3 | 28 | 10 |
| Joe Mntna 4* | 45 | 26 |
| J Madn | 12 | 3 |
| J Madn 92 | 20 | 4 |
| J Madn 93 | 38 | 16 |
| J Madn 94* | 50 | 26 |
| J Madn Chp Ed | 55 | 26 |
| Jordan vs Bird | 22 | 4 |
| Junction | 20 | 6 |
| Jungle Strike | 48 | 24 |
| Jurassic Park | 48 | 20 |
| Ka Ge Ki | 28 | 6 |
| Kid Chmeleon | 30 | 8 |
| King Salmon | 44 | 22 |
| King/Mnstrs | 38 | 16 |
| Kings Bounty | 28 | 14 |
| Klax | 36 | 18 |
| Krustys FH | 28 | 6 |
| Lakers Celtics | 12 | 3 |
| Lst Btl | 12 | 3 |
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| Lst Actn Hero* | 45 | 26 |
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| Lemmings | 48 | 22 |
| LHX Attk Chpr | 35 | 10 |
| Lghtng Frc | 18 | 6 |
| Ltl Mermaid | 32 | 12 |
| Lotus Turbo | 38 | 18 |
| Mgclnd Dzzy* | 45 | 26 |
| Mrbl Madns | 38 | 18 |
| Mrio Lemieux | 20 | 6 |
| Marvel Land | 30 | 8 |
| Mstr Mnstrs | 50 | 30 |
| Maverick-Sfg | 45 | 24 |
| Mencr Game | 16 | 3 |
| Meres | 18 | 6 |
| Metal Fangs | 45 | 24 |
| Michl Jksn Mwk | 18 | 6 |
| Mick & Mack | 36 | 8 |
| Mcky Dnld | 42 | 18 |
| Mcky Ms Cstl | 36 | 14 |
| Mcky's Ult Chll* | 45 | 26 |
| Micro Machs | 45 | 24 |
| Mdnght Rstnce | 15 | 4 |
| Mig 29 Ftr Pilot* | 45 | 26 |
| Might Magic | 48 | 26 |
| Mk Dtka Ftbl | 10 | 3 |
| Monopoly | 50 | 32 |
| Monstr Hntr* | 45 | 26 |
| Mrtl Kmbt | 55 | 34 |
| Ms Pcmn | 30 | 12 |
| Mahmmd Ali | 42 | 18 |
| Musha | 22 | 6 |
| Mutant Lg Ftbl | 42 | 18 |
| Mtnt Lg Hcky* | 45 | 26 |
| Mystc Dfndr | 15 | 3 |
| Mysticl Fghtr | 36 | 10 |
| NBA Allstr Chlg | 36 | 10 |
| NBA Action 94* | 45 | 26 |
| NBA Jam* | 45 | 26 |
| NBA Shwdwn* | 45 | 26 |
| NFL QB Club* | 45 | 26 |
| NHL Hcky | 22 | 4 |
| NHL Hcky 94* | 55 | 30 |
| NHLPA 93 | 38 | 14 |
| Ngl Mnsll Rcg* | 45 | 26 |
| Nt Stlkr-F117A* | 45 | 26 |
| Olympic Gold | 30 | 8 |
| Onslaught | 10 | 1 |
| Out Of Wrld | 40 | 18 |
| Outlander | 36 | 16 |
| Outrun | 36 | 14 |
| Outrun 2019 | 36 | 16 |
| Pacmania | 42 | 20 |
| Paperboy | 36 | 18 |
| Paperboy 2 | 42 | 24 |
| Pat Rily Bskbl | 12 | 3 |
| Pele'* | 45 | 26 |
| PGA Tr Golf | 36 | 16 |
| PGA Tr Glf 2 | 54 | 30 |
| Phant Star 2 | 28 | 12 |
| Phant Star 3 | 36 | 16 |
| Phelios | 10 | 1 |
| Pigskin Ftbrwl | 34 | 10 |
| Pink panther* | 45 | 26 |
| Pirates' Gold* | 45 | 26 |
| Pirate Fighter 2* | 45 | 26 |
| Pitfighter | 26 | 6 |
| Populous | 10 | 2 |
| Power Monger | 40 | 20 |
| Powerball | 22 | 8 |
| Predator 2 | 32 | 6 |
| Prince Persia* | 45 | 26 |
| Pro Am Racing | 36 | 16 |
| Pro Qrtrbk | $30 | $10 |
| Pto* | 45 | 26 |
| Quackshot | 18 | 4 |
| Quad Chllng | 28 | 14 |
| Race Drivin* | 45 | 26 |
| Radical Rcing* | 45 | 26 |
| Raiden Trad | 20 | 6 |
| Rambo 3 | 20 | 3 |
| Rampart | 45 | 24 |
| Ramses 2* | 45 | 26 |
| Ranger X* | 45 | 26 |
| Rastan Saga 2 | 19 | 3 |
| RBI Bsbl 3 | 20 | 8 |
| RBI Bsbl 4 | 38 | 18 |
| RBI Bsbl 93 | 50 | 28 |
| Rvnge Shnbi | 15 | 4 |
| Rings Of Powr | 35 | 12 |
| Risky Woods | 38 | 2 |
| Road Blastrs | 28 | 8 |
| Road Rash | 35 | 14 |
| Road Rash 2 | 50 | 28 |
| Rd Riot 4WD* | 45 | 24 |
| Robo Cop 3* | 45 | 26 |
| Rob Cp v Trm* | 45 | 26 |
| Rkt Knt Adv* | 45 | 22 |
| Rcky Bllwnkl* | 45 | 26 |
| Rgr Clemens | 32 | 12 |
| Rolling Thndr 2 | 30 | 10 |
| Rolling Thndr 3* | 45 | 26 |
| Rolo Rescue | 40 | 20 |
| Rmnc 3 Kngds 2 | 54 | 28 |
| Sagaia | 16 | 2 |
| Saint Sword | 25 | 4 |
| Seven Cities | 45 | 26 |
| Shadw Beast | 16 | 2 |
| Shadw Beast 2 | 30 | 3 |
| Shadw Blaster | 10 | 1 |
| Shadw Dancer | 16 | 4 |
| Shadwrun* | 45 | 26 |
| Shanghai 2 | 45 | 26 |
| Shining Drkns | 28 | 10 |
| Shining Force* | 50 | 28 |
| Shinobi 3 | 44 | 24 |
| Shove It | 22 | 8 |
| Side Pocket | 48 | 24 |
| Smpsn-B Ntmr* | 45 | 26 |
| Smpsn-B vs SM | 28 | 6 |
| Slaughtr Sport | 28 | 6 |
| Slime World | 36 | 16 |
| Scks Ct/Rk Hs* | 45 | 26 |
| Soccer | 15 | 3 |
| Sol-Deace | 28 | 10 |
| Sonic Hdghg | 10 | 2 |
| Sonic Hdghg 2 | 35 | 14 |
| Sonic Spinball* | 45 | 26 |
| Sorcers Kngdm | 45 | 22 |
| Space Harrier 2 | 12 | 2 |
| Space Invadrs | 48 | 24 |
| Speedball 2 | 22 | 6 |
| Spdwy Chall* | 45 | 26 |
| Spiderman | 22 | 6 |
| Spdrmn/X Mn* | 45 | 26 |
| Splattrhse2 | 36 | 10 |
| Splattrhse3* | 45 | 26 |
| Sports Soccr* | 45 | 26 |
| Sprts Tlk Bsbl | 28 | 10 |
| Str Control | 25 | 8 |
| Str Flight | 30 | 16 |
| Str Odysey* | 45 | 24 |
| Str Quest* | 45 | 26 |
| Steel Empire | 22 | 4 |
| Steel Talons | 26 | 3 |
| Stormlord | 12 | 3 |
| Stellar Fire* | 45 | 26 |
| St Ftr 2 Spc Chp | 60 | 32 |
| Street Smart | 20 | 3 |
| Streets Rage | 25 | 8 |
| Streets Rage 2 | 45 | 18 |
| Streets Rage 3* | 45 | 26 |
| Strider | 16 | 3 |
| Strider 2 | 45 | 24 |
| Smmr Chllng | 34 | 10 |
| Sunset Ridrs | 38 | 18 |
| Superman | 35 | 10 |
| Supr Btlshp* | 45 | 26 |
| Spr Btltnk | 38 | 12 |
| Spr Bsbl 2020* | 45 | 26 |
| Spr Hang On | 18 | 6 |
| Spr Hi Impact | 25 | 4 |
| Spr Hydlid | 14 | 4 |
| Spr Monco GP | 18 | 4 |
| Spr Monco GP 2 | 40 | 20 |
| Spr Off Road | 35 | 12 |
| Spr Smash TV | 32 | 8 |
| Spr Thndr Bld | 16 | 4 |
| Spr Vlybl | 20 | 6 |
| Swmpthng* | 44 | 24 |
| Swrd Sodan | 8 | 1 |
| Swrd Vrmlion | 20 | 6 |
| Syd Valis | 32 | 10 |
| Sylvstr/Twty* | 45 | 26 |
| Talespin | 32 | 12 |
| Target Earth | $12 | $4 |
| Task Frce Harr | 28 | 10 |
| Tazmania | 32 | 10 |
| Tm USA Bsktbl | 32 | 6 |
| Techno Cop | 16 | 4 |
| Technoclash* | 38 | 14 |
| Tcm Supr Bowl* | 50 | 26 |
| Tm Spr Bkbl* | 45 | 26 |
| Terminator | 28 | 6 |
| Trmntr 2 Arcd | 35 | 12 |
| Trmntr 2 Jdgmt | 48 | 26 |
| Test Drive 2 | 35 | 8 |
| Thoms Tank* | 45 | 26 |
| Thundr Fox | 20 | 6 |
| Thundr Frce 2 | 10 | 2 |
| Thundr Frce 3 | 15 | 2 |
| Time Killers* | 45 | 26 |
| Time Trax* | 45 | 26 |
| Tiny Toons | 45 | 22 |
| TMNT-Hyprstn | 40 | 16 |
| TMNT TrnFtrs* | 45 | 26 |
| Toe Jam/Earl | 36 | 12 |
| Toe Jam/Earl 2* | 45 | 26 |
| Toki Ape Spit | 32 | 10 |
| Tom/Jerry FA* | 45 | 26 |
| Tom Lsrda Bsbl | 15 | 3 |
| Tony La Russa | 42 | 20 |
| Toxic Crusdrs | 18 | 6 |
| Toys* | 45 | 26 |
| Trampln Terror | 15 | 6 |
| Traysia | 35 | 10 |
| Troubl Shootr | 15 | 1 |
| Truxton | 12 | 2 |
| Turrican | 10 | 1 |
| Twin Cobra | 20 | 6 |
| Two Crd Dudes | 30 | 4 |
| Tyrants | 38 | 14 |
| Ultmt Qix | 28 | 10 |
| Ult Stntmn* | 45 | 26 |
| Uncharted Wtrs | 50 | 30 |
| Universal Sold | 28 | 6 |
| Valis | 30 | 6 |
| Valis 3 | 15 | 2 |
| Vapor Trail | 28 | 10 |
| Virtua Racing* | 45 | 26 |
| Virtual Pinball* | 45 | 26 |
| Wardner | 16 | 3 |
| Warpspeed | 35 | 12 |
| Warrior Rome | 18 | 8 |
| Warrior Rome 2 | 40 | 22 |
| Wrrs Etrnl Sn | 45 | 26 |
| Warsong | 38 | 16 |
| WCW SBrl Wrs* | 45 | 26 |
| Wheel Fortune | 45 | 24 |
| Whip Rush | 10 | 1 |
| Wings Of Wor | 16 | 2 |
| Wntr Chllg | 18 | 4 |
| Wntr Oly Gms* | 45 | 26 |
| Wolf Child | 45 | 24 |
| Wonder Boy | 30 | 8 |
| World Cup Sccr | 40 | 22 |
| Wrld Trph Sccr | 35 | 16 |
| Wrld Series Bbl* | 45 | 26 |
| Wrath Of Gds* | 45 | 26 |
| Wrld Ldrbd Glf | 35 | 14 |
| WWF Ryl Rmb | 45 | 26 |
| WWF Sp Wrstm | 35 | 12 |
| X-Men | 45 | 20 |
| Y's 3 | 32 | 12 |
| Young Indy | 44 | 22 |
| Zany Golf | 10 | 4 |
| Zombie High | 45 | 24 |
| Zmbs At Nghbr | 50 | 26 |
| Zool* | 45 | 26 |
| Zoom | 16 | 4 |

### ACCESSORIES

| | | |
|---|---|---|
| **Control Deck** | **$90** | **$80** |
| Control Deck 2 | 99 | 80 |
| Ascii Pad | 22 | 4 |
| Carry Case/Lg | 18 | 6 |
| Carry Case/Sm | 12 | 4 |
| Comp Pro | 10 | 1 |
| Cntrl Pd(6 Btn) | 22 | 8 |
| Din Cbl (9 pin) | 18 | 6 |
| Din Cbl (10 pin) | 19 | 12 |
| Ext Cord Cntrl | 12 | 4 |
| Fr Plyr Adptr | 32 | 16 |
| Game Genie | 45 | 24 |
| Game Holder | 12 | 3 |
| Megafire Jypd | 18 | 6 |
| Menacer | 30 | 12 |
| Misc Joypad | 10 | 3 |
| Misc Joystick | 16 | 8 |
| Power Clutch | 40 | 18 |
| Pwer Jystk | 40 | 16 |
| Pwr Bs Cnvrtr | 22 | 12 |
| Tac 50 Joystk | 18 | 10 |

***These games may not yet be out by the manufacturer.**

# SUPER NES

| | We Sell Used | We Pay You |
|---|---|---|
| 7th Saga* | $48 | $26 |
| Act Raiser | 22 | 6 |
| Act Raiser 2* | 48 | 26 |
| Addms Fmly | 36 | 16 |
| Adv Island | 40 | 14 |
| Adv of Dizzy* | 48 | 26 |
| Aerobiz | 50 | 30 |
| Aero Acobt* | 48 | 26 |
| Airbrne Rngr* | 48 | 26 |
| Aladdin* | 48 | 26 |
| Alfred Chickn* | 48 | 26 |
| Alien 3 | 48 | 24 |
| Aliens/Predtr | 48 | 26 |
| Amzng Tennis | 45 | 20 |
| Amer Gldiatrs | 35 | 8 |
| AndrAgssi Tnns* | 48 | 26 |
| Arcana | 40 | 18 |
| Ardy Lightfoot* | 48 | 26 |
| Art of Fighting* | 48 | 26 |
| Asterix/Gaul* | 48 | 26 |
| Axelay | 35 | 10 |
| B O.B. | 48 | 22 |
| Brbie-Spr Mdl* | 48 | 26 |
| Batmn Rtrns | 48 | 26 |
| Btl Blaze* | 48 | 26 |
| Btl Cars* | 48 | 26 |
| Btl Grnd Prix | 48 | 20 |
| Btlclash | 25 | 4 |
| Btlclash 2* | 48 | 26 |
| Btltd/Dbl Drgn* | 48 | 26 |
| Bzka Bltzkrg | 42 | 22 |
| Beastbll* | 48 | 26 |
| Beethoven* | 48 | 26 |
| Best Of Best | 35 | 6 |
| Big Run* | 48 | 26 |
| Bill Laimbeer | 10 | 2 |
| Biometal* | 48 | 26 |
| Bizyland | 48 | 26 |
| Blaze On | 38 | 16 |
| Blues Bros | 48 | 20 |
| Brainies | 48 | 26 |
| Brawl Brothers | 42 | 18 |
| Brett Hull Hcky* | 48 | 26 |
| Bubsy | 50 | 30 |
| Bulls vs Blazers | 38 | 12 |
| Cal Ripken Bsbl | 45 | 20 |
| Calif Games 2 | 40 | 18 |
| Capt America | 48 | 26 |
| Capt Novolin | 48 | 26 |
| Carmen Sndgo* | 48 | 24 |
| Castlevania 4 | 30 | 12 |
| Chmp Lg Soccr* | 48 | 26 |
| Chmp Pool* | 48 | 26 |
| Chessmstr | 36 | 16 |
| Chstr Cheeth | 38 | 18 |
| Chuck Rock | 38 | 14 |
| Clayfighter* | 48 | 26 |
| Claymates* | 38 | 26 |
| Cliffhngr* | 48 | 26 |
| Clue | 40 | 16 |
| Combtries | 38 | 14 |
| Congos Caper | 48 | 26 |
| Contra 3 | 38 | 18 |
| Cool Spot | 48 | 26 |
| Cool World | 36 | 14 |
| Crash Dummies* | 48 | 26 |
| Crash'n Boys | 48 | 26 |
| Curse/Azure Bnd | 48 | 26 |
| Cyber Spin | 40 | 16 |
| Cybernator | 40 | 18 |
| D Force | 22 | 8 |
| Daffy Duck MM* | 48 | 26 |
| Darius Twins | 20 | 6 |
| Death Valley Rly | 35 | 14 |
| Dnns/Mnce* | 48 | 26 |
| Desert Strike | 45 | 26 |
| Dmnd Challg* | 48 | 26 |
| Dig Spike Vlybl* | 48 | 26 |
| Dino City | 40 | 14 |
| Dmsdy Wrrior | 38 | 18 |
| Dragons Lair | 35 | 12 |
| Drakkhen | 18 | 6 |
| Dream Probe* | 48 | 26 |
| Dream TV* | 48 | 26 |
| Dungn Mstr | 50 | 26 |
| Earth Dfns Frc | 28 | 8 |
| EEK the Cat* | 48 | 26 |
| Equinox* | 40 | 20 |
| ESPN Bbl Tnt* | 48 | 26 |
| ESPN Sndy NFL* | 48 | 26 |
| EVO Srch Een* | 48 | 26 |
| Extra Innings | 35 | 12 |
| Eye of Bhldr* | 48 | 26 |
| F Zero | 25 | 6 |
| F-1 Roc | 40 | 22 |
| F-1 Roc 2* | 48 | 26 |
| F-1 Pole Pstn* | 48 | 26 |
| Faceball 2000 | 32 | 8 |
| Family Dog* | 42 | 20 |
| Fatal Fury | 45 | 20 |
| Felix The Cat* | 48 | 26 |
| Final Fantasy 2 | 40 | 20 |
| Fnl Fntsy MQ | 22 | 6 |
| Final Fight | $25 | $3 |
| Final Fight 2* | 48 | 24 |
| Firepower 2000 | 35 | 10 |
| Firehawk* | 48 | 26 |
| First Samurai | 48 | 26 |
| Flashback* | 48 | 26 |
| Football Fury | 48 | 26 |
| FX Trax* | 48 | 26 |
| Gemfire | 45 | 20 |
| George Frmn | 22 | 4 |
| Ghengis Kahn 2* | 48 | 26 |
| Goal | 40 | 18 |
| Gods | 40 | 20 |
| Golden Empire* | 48 | 26 |
| Goof Troop* | 45 | 24 |
| GP-1* | 48 | 26 |
| Gradius 3 | 20 | 6 |
| Grt Wld Srch | 48 | 24 |
| Guerilla War | 45 | 24 |
| Gunforce | 40 | 10 |
| Hmmrn Hrry* | 48 | 26 |
| Hardbll 3 * | 48 | 26 |
| Hrly Hmngs Adv | 38 | 18 |
| Hit The Ice | 45 | 24 |
| Hockey* | 48 | 26 |
| Hole In One | 22 | 10 |
| Home Alone | 25 | 6 |
| Home Alone 2 | 30 | 6 |
| Hook | 38 | 16 |
| Humans | 45 | 24 |
| Hunt Red Oct | 36 | 16 |
| Hyper Zone | 20 | 2 |
| Imperium | 40 | 16 |
| Incrdble Hlk* | 48 | 26 |
| Inspctr Gdgt* | 48 | 26 |
| Inindo | 45 | 22 |
| Int'l Tnns Tr* | 48 | 26 |
| Itchy/Scrtchy* | 48 | 26 |
| Jack Nkls Golf | 39 | 20 |
| Jaguar* | 48 | 26 |
| James Bond Jr | 40 | 16 |
| Jeopardy | 40 | 18 |
| Jimmy Connrs | 38 | 18 |
| Joe & Mac | 35 | 12 |
| John Madn 92 | 22 | 1 |
| John Madn 93 | 40 | 18 |
| John Madn 94* | 50 | 26 |
| Jurassic Park | 45 | 24 |
| Kablooey | 40 | 16 |
| Kaboom* | 48 | 26 |
| Kawasaki Chall | 48 | 26 |
| Kg Arthrs Wld | 48 | 20 |
| King/Monstrs | 38 | 14 |
| Krustys FH | 28 | 8 |
| Lagoon | 28 | 12 |
| Lst Actn Hro* | 48 | 26 |
| Lwnmwr Mn* | 48 | 26 |
| Legend* | 48 | 26 |
| Legends of Ring | 48 | 26 |
| Lemmings | 42 | 16 |
| Lestr Unlikly* | 48 | 26 |
| Lthl Enfrcrs* | 48 | 26 |
| Lethl Weapn 3 | 34 | 14 |
| Lord of Rings* | 48 | 26 |
| Lost Dim in 3D* | 48 | 26 |
| Lost Vikings | 42 | 22 |
| Lufia-Frtrs Dm* | 48 | 26 |
| Magic Sword | 35 | 10 |
| Magical Quest | 42 | 18 |
| Mario Is Missing | 42 | 24 |
| Mario Kart | 45 | 26 |
| Mrio Paint Gm | 22 | 10 |
| Mario's T M* | 48 | 26 |
| Mech Warrior | 45 | 22 |
| Mega Man X* | 45 | 26 |
| Metal Jacket* | 45 | 26 |
| Metal Marines* | 48 | 26 |
| Metal Masters* | 45 | 26 |
| Mcky's Ult Chll* | 48 | 26 |
| Micky(Ed)* | 48 | 26 |
| Micro Mach* | 48 | 26 |
| Might/Magic 2* | 45 | 26 |
| Might/Magic 3 | 45 | 26 |
| Mndy Nt Ftbl* | 45 | 26 |
| Monopoly | 45 | 28 |
| Mortal Kombat | 58 | 28 |
| Mr Nutz* | 48 | 26 |
| Musya | 40 | 18 |
| MVP Football | 45 | 26 |
| Mystical Ninja | 28 | 8 |
| NBA Allstars | 38 | 8 |
| NBA Jam* | 48 | 26 |
| NBA Shwdwn* | 48 | 26 |
| NCAA Bsktbl | 30 | 10 |
| NFL QB Club* | 48 | 26 |
| NHL Hcky 94* | 50 | 28 |
| NHLPA 93 | 38 | 14 |
| NHL Stnly Cup* | 48 | 26 |
| Nobnga's Amb* | 48 | 26 |
| Noln Ryn Bsbl | 35 | 12 |
| Nosferatu* | 48 | 26 |
| Obitus* | 48 | 26 |
| On The Ball | 42 | 22 |
| Oper Aliens | $48 | $26 |
| Oper Lgc Bmb* | 48 | 26 |
| Out Of Wrld | 40 | 12 |
| Out to Lunch* | 48 | 26 |
| Outlander | 38 | 10 |
| Pac Attack | 48 | 26 |
| Paladin's Quest* | 48 | 26 |
| Paperboy 2 | 26 | 8 |
| Pebble Beach | 50 | 30 |
| Pele' | 48 | 26 |
| PGA Tour Golf | 58 | 30 |
| Phalanx | 35 | 8 |
| Pilot Wings | 22 | 4 |
| Pink Panther* | 48 | 26 |
| Pitfall* | 48 | 26 |
| Pitfighter | 20 | 2 |
| Pcky & Rcky | 45 | 24 |
| Popeye* | 48 | 26 |
| Populous | 15 | 6 |
| Power Moves | 40 | 12 |
| Prince Persia | 45 | 22 |
| Pro Quartrbk | 28 | 3 |
| Pto* | 48 | 26 |
| Pgslys Scv Hnt | 38 | 20 |
| Push Over | 42 | 22 |
| Putty* | 48 | 26 |
| Q Bert | 45 | 26 |
| Race Drivin' | 35 | 14 |
| Radio Flyer | 45 | 24 |
| Raiden | 30 | 8 |
| Rampart | 42 | 24 |
| Rap Quest* | 48 | 26 |
| Redline Racer | 48 | 26 |
| Ren & Stimpy* | 48 | 26 |
| Rddck Bw Bx* | 48 | 26 |
| Rival Turf | 32 | 8 |
| River Raid* | 48 | 26 |
| Road Riot 4wd | 30 | 10 |
| Robo Cp 3 | 28 | 8 |
| Rob Cp v Trm* | 48 | 26 |
| Robosaurus | 48 | 26 |
| Rock N Roll* | 48 | 26 |
| Rocketeer | 22 | 3 |
| Rcky/Bllwnkl | 45 | 24 |
| Rcky Mtn Sprts* | 48 | 26 |
| Rcky Rdnt* | 48 | 26 |
| Rgr Clmns Bsbl | 42 | 22 |
| Rmnc 3 Kngds 2 | 50 | 26 |
| RPM Racing | 25 | 8 |
| Secret Mission* | 48 | 26 |
| Secret of Mana* | 48 | 26 |
| Shadowrun | 50 | 30 |
| Shanghai 2 | 45 | 26 |
| Silva Saga | 48 | 26 |
| Sim Ant* | 48 | 26 |
| Sim City | 38 | 18 |
| Sim Earth | 42 | 18 |
| Smpsns-B Ntmr | 32 | 10 |
| Skins Game | 42 | 24 |
| Skuljager | 35 | 10 |
| Skyblazer* | 48 | 26 |
| Smart Ball | 36 | 12 |
| Sldrs of Frtne* | 48 | 26 |
| Solo Flight* | 48 | 26 |
| Soulblazer | 45 | 26 |
| Space Ftbl | 38 | 12 |
| Space Mgfrc | 38 | 16 |
| Spanky's Quest | 38 | 12 |
| Spcl Tee Shot | 48 | 26 |
| Spellcraft* | 48 | 26 |
| Spdrmn/X-Mn | 40 | 16 |
| Spndzzy Wrlds | 45 | 22 |
| Sprts Illstrd* | 45 | 24 |
| Star Fox | 40 | 12 |
| Star Treck* | 48 | 26 |
| Star Wars | 42 | 18 |
| Street Combat* | 42 | 22 |
| Street Ftr 2 | 36 | 10 |
| Str Ftr 2-Trb | 55 | 28 |
| Strike Gunnr | 45 | 24 |
| Striker* | 48 | 26 |
| Sunset Riders* | 48 | 26 |
| Superman* | 45 | 24 |
| Spr Btltnk* | 48 | 26 |
| Supr Basbl Sim | 32 | 8 |
| Spr Bsall 2020 | 45 | 22 |
| Spr Bses Lded | 36 | 14 |
| Supr Batter Up | 45 | 24 |
| Spr Btlshp* | 48 | 26 |
| Spr Btltd | 45 | 22 |
| Spr Btltnk | 32 | 10 |
| Spr Blk Bass* | 50 | 30 |
| Supr Bmbmn * | 48 | 26 |
| Supr Bowling | 42 | 18 |
| Supr Buster Bro | 48 | 26 |
| Supr Caesar's | 45 | 24 |
| Spr Chse HQ* | 48 | 26 |
| Supr Conflict | 45 | 20 |
| Spr Ddge Bll* | 45 | 24 |
| Spr Dbl Drg | 40 | 14 |
| Spr Emp Str Bk* | 48 | 26 |
| Supr Ghouls | 20 | 6 |
| Spr Hi Impct | 40 | 18 |
| Spr James Pnd* | $45 | $24 |
| Spr Mario Wrld | 15 | 2 |
| Spr Mr All Stars | 48 | 26 |
| Spr NBA Bskbl | 45 | 24 |
| Spr NFL | 48 | 24 |
| Spr Ninja Boy | 45 | 24 |
| Supr Nova* | 48 | 26 |
| Supr Off Road | 30 | 8 |
| Spr Play Act Fb | 20 | 3 |
| Supr R Type | 16 | 4 |
| Supr Scp(6in1) | 7 | 1 |
| Spr Slm Dunk | 40 | 18 |
| Supr Slap Shot | 42 | 20 |
| Supr Smash TV | 20 | 6 |
| Supr Soccer | 38 | 14 |
| Spr Sccr Chmp | 39 | 16 |
| Spr Snc Blstmn | 40 | 18 |
| Spr Strk Egl | 42 | 18 |
| Supr Tennis | 28 | 8 |
| Supr Turrican* | 40 | 16 |
| Supr Valis 4 | 35 | 8 |
| Supr Widget* | 45 | 26 |
| Syvalion* | 48 | 26 |
| Swampthing | 45 | 26 |
| Tazmania* | 42 | 16 |
| Tcm Spr Bwl* | 50 | 28 |
| Tcm Spr NBA* | 48 | 26 |
| TMNT 4 | 35 | 14 |
| TMNT Trmn Ft* | 48 | 26 |
| Trmntr | 36 | 18 |
| Trmntr 2* | 48 | 26 |
| Trmntr 2-Arcd | 45 | 24 |
| Trmntr 2-Jdgmt | 45 | 24 |
| Test Drive 2 | 50 | 26 |
| Time Trax* | 48 | 26 |
| Thms Tank* | 48 | 26 |
| Thndr Spirits | 25 | 10 |
| Tiny Toons/Bstr | 42 | 22 |
| Tko Boxing | 40 | 16 |
| Tom & Jerry | 45 | 24 |
| Tny Mela Sccr* | 48 | 26 |
| Top Gear | 50 | 26 |
| Top Gear 2* | 48 | 26 |
| Total Carnage* | 48 | 26 |
| Toys | 42 | 16 |
| Tuff E Nuff* | 45 | 24 |
| Turn & Burn* | 48 | 26 |
| Ult Fighter | 45 | 24 |
| Ult-Flse Prpht* | 45 | 24 |
| Ultrabots | 45 | 24 |
| Ultraman | 18 | 6 |
| UN Squadron | 22 | 6 |
| Unchartd Wtrs | 50 | 30 |
| Undrcvr Cps* | 48 | 26 |
| Universal Sold | 45 | 24 |
| Untouchables | 45 | 24 |
| Utopia* | 45 | 24 |
| Vegas Stakes | 48 | 28 |
| Wailalae C C | 36 | 16 |
| Warpspeed | 45 | 18 |
| Waynes World | 36 | 14 |
| WCWSpbrl Wrs* | 48 | 26 |
| We're Back* | 48 | 26 |
| Wheel Fortune | 42 | 24 |
| Whirlo | 45 | 24 |
| Wicked 18 Glf* | 45 | 24 |
| Wng Cmmndr | 35 | 10 |
| Wings 2 Aces-Hi | 36 | 16 |
| Wtr Olym Gms* | 48 | 26 |
| Wolf Child* | 45 | 22 |
| Wordtris | 38 | 18 |
| Wld Chmp Rcng | 45 | 20 |
| World Heros* | 48 | 26 |
| World Lg Sccr | 30 | 10 |
| Wrestlemania | 22 | 6 |
| WWF Ryl Rmbl | 50 | 28 |
| X-Zone | 35 | 10 |
| Xardion | 35 | 8 |
| Y's 3 | 20 | 8 |
| Yoshis Cookie | 48 | 22 |
| Zelda 3 | 35 | 16 |
| Zmb At Nghbr | 45 | 26 |

### ACCESSORIES

| | | |
|---|---|---|
| **Control Deck** | **$95** | **$80** |
| Ascii Pad | 20 | 8 |
| AV Wires | 3 | 2 |
| Carry Case | 19 | 10 |
| Champ Joystick | 60 | 26 |
| Comp Pro | 18 | 4 |
| Cntrllr Qksht | 20 | 8 |
| Ext Crd Cntrl(2) | 15 | 6 |
| Game Genie | 45 | 20 |
| Game Holder | 10 | 4 |
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# A trainload of fun

Every once in a while, a toy comes along that's so cool, it makes you lose track of time while you're playing with it.

Video games are like that, and so is this excellent circus train from Philadelphia based Bachman.

The Emmett Kelly, Jr. Circus Train sports a steam locomotive with operating headlight, smoke and speed-synchronized sound; a coal tender; elephant car, a cage car with bear and gorilla cages; and an advertising car.

One of the best things about the train is that although it does conjure images of fun and thrills much the same way a real circus does when it comes to town, you don't have any of the mess and foul odors associated with a real coal-burning train and real circus animals.

Emmett Kelly, Jr., for whom the trained was named, has spent a lifetime linked to both the railroads and circus, where he had to learn at a young age to dodge the stinky nuggets the circus animals would routinely deposit in their holding cars. At the time of his birth, both his parents were trapeze artists.

In his early childhood Kelly crisscrossed the country with his father, who created the beloved clown character Weary Willie. Emmett Kelly, Jr. would later make the character his own, but not before working for 10 years as a brakeman and switch tender on the Chesapeake and Ohio Railroad.

### BS & more!

***In Space, No One Can Hear You Flush***

**•Space Shuttle Astronaut Bill McArthur recently fielded phone calls on National Public Radio's "Talk of the Nation" live radio program after fixing Columbia's leaky toilet while the shuttle was in orbit.**

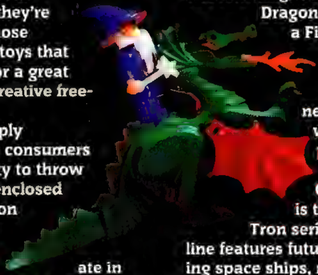
***Beavis and Butt-Head in the 'hood***

**• Fred Rogers, he of the famed Neighborhood, asked recently "Why can't we give the best, rather than what might not be?" after someone suggested Beavis and Butt-Head ought to make a guest appearance on his show. But Freddy boy, just imagine the ratings jump if it happened.**

# Lego: The stuff of dreams

When people think of Lego bricks, they usually think of brightly colored plastic blocks in assorted brick sizes that can be interlocked together without glue.

That's the way Lego has been known for years. Limited only by the imagination of the builder, they're one of those unusual toys that allows for a great deal of creative freedom.



By simply allowing consumers the ability to throw out the enclosed instruction booklet and create in pure improvisation, Lego has endeared itself to generations of consumers.

The only problem when you're building with all those blocks is that when the design is finished, whether it's a car, a house, or whatever, it ends up looking, well, blocky.

But with some of the new Lego lines, you no longer have to build things that look like something created on an Atari 2600. Whether it's a fire breathing dragon or an interplanetary spaceship, Lego has a line that will keep you interested.

The Dragon Master's line harkens back to medieval times when legends of dragons, knights in shining armor and magnificent castles dotted the countryside. The line ranges from a Dragon Wagon to a Fire Breathing Fortress.

Another new line that will be popular this Christmas is the Black Tron series. This line features futuristic-looking space ships, radar stations and planet roving vehicles.

These new lines not only reflect Lego's legendary commitment to quality, but also mark a new era in variety and flexibility for the Denmark-based company.

Lego products range in suggested retail price from $1 for the Lego System Trial Size Imagination Bag to $180 for the Lego System Airport Shuttle.

# CULTURE SOURCE FOR EGM READERS

## COOL CHRISTMAS STUFF

## Cordless headphones can let you either tune in or tune out

Whether you're tired of being interrupted while you're trying to get a "Perfect" on your enemy in Street Fighter 2, or you want to hear every explosion of Terminator 2 loud and clear, or you just can't stand the thought of adding yet another cord to your a/v system, these cordless headphones from Sony might be the answer.

The headphones, which come with an infrared base, are Sony's newest model and cost about $100. Although they lack the clarity and quality of corded headphones, this model (MDR-IF210K) is certainly good enough to use for video games, movie watching and non-critical music listening.

An automatic on/off function, which turns the unit on when the listener puts the headphones on, and off when he takes them off, is a nice touch.

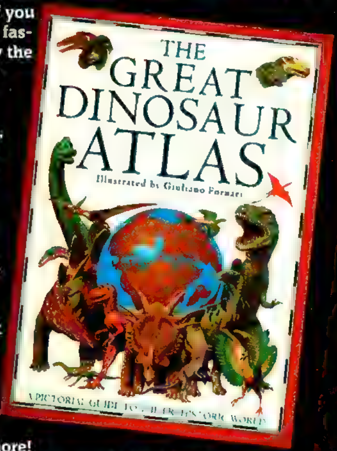
## Learn more about REAL dinosaurs

For those of you who were fascinated by the incredibly realistic dinosaurs in this year's biggest film, Jurassic Park, this book may be the ideal source to bridge the gap between fantasy and reality.

Although we are the first to admit the movie was absolutely killer, it only briefly touched on the history and habits of dinosaurs. We wanted to learn more!

The Great Dinosaur Atlas, written by William Lindsay with beautiful illustrations by Giuliano Fornari, provides a fascinating and colorful look at the greatest creatures to ever roam Mother Earth.

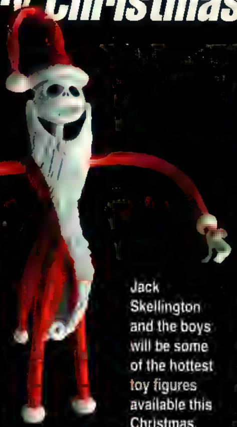
Every one of the 64 oversized pages is filled with vivid drawings, lively text, and informative maps without getting too bogged down in scientific details.


THE GREAT DINOSAUR ATLAS
Illustrated by Giuliano Fornari
A PICTORIAL GUIDE TO THE PREHISTORIC WORLD

## A very scary Christmas

Direct from Halloween Town, these toy figures from Tim Burton's *The Nightmare Before Christmas*, which bear an uncanny resemblance to their silver screen counterparts, should be some of the hottest toy figures around this Christmas.

Each figure has its own unique feature: the Pumpkin King himself Jack Skellington comes in two styles: Santa Jack (pictured at left) and in his pinstripe tux; the moody Mayor has a spinning head; the Oogie Boogie Man comes stuffed with creepy bugs; and each character comes with his/her own tombstone.

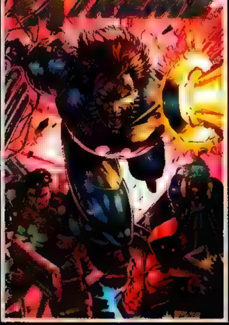


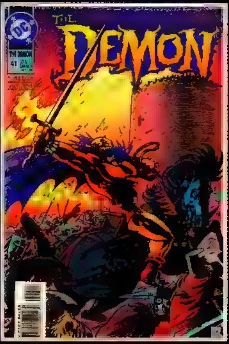
Jack Skellington and the boys will be some of the hottest toy figures available this Christmas.

## It just ain't right...

**Just when we thought it was safe, and those hideous creatures known as Cabbage Patch Kids were no longer with us, we stumbled across this "Official Adoption Center" located in Anaheim, CA...Does anyone out there have a wrecking ball we could borrow?**

Cabbage Patch Kids





BLOODTIES PART I
AVENGERS
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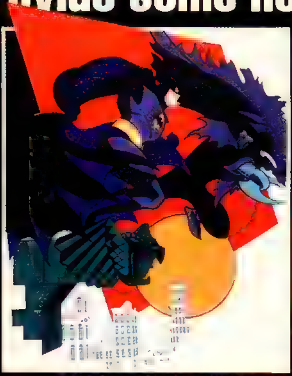
# *Batman: The Animated Movie* should provide some holiday cheer



Spurred by the success of *Batman: The Animated Series*, which continues to boast strong ratings in its weekday afternoon time slot for Fox, Warner Bros. is rolling out *Batman: Mask of the Phantasm (The Animated Movie)* for Christmas Day release.

The movie will feature all of your favorite characters from the series, and will also include a new villain named Phantasm. Some celebrity voices that can be heard in the movie include Dana Delaney as Andrea Beaumont, Abe Vigoda as mobster Salvatore Valestra, Hart Bochner as Councilman Arthur Reeves and Stacey Keach as Carl Beaumont.

The story line for the movie opens with Batman mystified by murders of aging mobsters whom have all been enemies of Batman. A large, caped, hooded character was reportedly spotted near many of the crime scenes, and some Gotham officials even think Batman himself might be the killer.

As the Caped Crusader sets out to find out who the real murderer is, he becomes wrapped up in his colorful but turbulent past. He rekindles an old flame with Andrea Beaumont, daughter of ultra-rich dignitary Carl Beaumont. As he gets closer to finding out the truth behind the murders, he gets far more than he bargained for.

The movie recreates the same slick look of the series, a look co-producers Eric Radomski, Bruce Timm, and Alan Burnett describe as "Dark Deco."

Of particular note to animation fans is the computer generated Gotham City shown in the opening credits–it marks the first time Warner Bros. Animation has used a computer simulated model in a film.

## *Is the Punisher's future in jeopardy?*

His enemies, what's left of them, are getting sick and tired of being taken down by the gun-toting Punisher (a.k.a. Frank Castle). Together they have masterminded a scheme to bring him down–and are willing to use themselves as decoys to set a trap.

That's the essence of the 10-book story running through the three Punisher titles–*Punisher War Zone, Punisher War Journal* and *Punisher.*

Dubbed *Suicide Run*–the story opens with Castle entering the World Trade Center-like Manhattan Towers with a Deadman's Switch–that switch will detonate 1000 pounds of Semtex packed in the basement of the building.

All of his enemies have gathered, knowing Castle couldn't resist bagging all of them at once. What they didn't count on is Castle's willingness to sacrifice his own life to thwart them.

## This month in HERO ILLUSTRATED

SUPERMAN YOU NEVER SAW
HOMING IN ON ZERO HOUR
SPOTLIGHT ON ARAGONES
VOTE FOR HE PUNISHER
HERO
ILLUSTRATED

HERO continues to take the comic industry by storm by breaking the latest comic news and featuring exclusive artwork. The goodies start with the beautiful, fully painted cover of HERO #6 by Marvel artist Alex Ross—and that's only the beginning. Inside, you'll get the inside scoop on the development of Rob Liefeld's Youngblood animated series, follow Mad Magazine's Sergio Aragones' rise to prominence, and read about DC Comics' plan to rewrite its origin. You'll get all this plus the usual biting HERO satire.

# Nightmare: Truly the Stuff of Dreams

Most people who have seen Tim Burton's *The Nightmare Before Christmas* are left wondering: "How'd they do that?"

And most people are surprised to find out that none of the characters from the Touchstone blockbuster actually moved during the filming.

Instead, the motion was created by stop-motion animators, who had to painstakingly move each individual character ever so slightly in between shots. Another "snapshot" is taken on film, and then the animator must move all the characters again.

After a series of shots is taken using this tedious process, a film segment is made. That, basically, is how the entire movie is made–a massive series of still pictures combined together to create an effect of movement. And so goes the magic of stop-motion animation.

Even at the height of production, with a talented team of animators working at top speed, the production was only able to create an average of 60 seconds of finished animation in a week's time. A typical shot would take about three days for an animator to shoot and would last about five seconds on screen. In the same way that Touchstone's *Who Framed Roger Rabbit?* revitalized the process of combining live-action and animation, *Nightmare* expands the boundaries of stop-motion as never before, weaving elements of traditional frame-by-frame animation with the realism of actual three-dimensional sets built and lit as live-action.

Produced by Tim Burton, who conceived the project nearly 12 years ago when he was an animator and filmmaker at Walt Disney Studios, *Nightmare* has finally been brought to the big screen by director Henry Selick, a leading creative force in stop-motion and other experimental forms of animation.

Since no one had ever undertaken a stop-motion animation project on such a massive scale before, a special studio had to be created expressly for the need of this production. A 40,000 square foot vacant studio space was transformed into Skellington Productions. During the two years of actual production, more than 120 animators, artists, camera operators and technicians worked on the film and, at the peak of production, 20 individual stages were simultaneously used for filming purposes.

For Burton, *The Nightmare Before Christmas* has always been a special project. "To me, Halloween has always been the most fun night of the year," he says. "It's a night where rules are dropped and you can be somebody else or anything at all. It's where fantasy rules. It's all very fun and only scary in a humorous way. Nobody's out to scare anybody to death; they're out to delight each other with scariness. That to me is the spirit of Halloween and this movie."

After viewing *The Nightmare Before Christmas*, most people are left wondering, "How'd they do that?" The answer is with patience, lots of patience, as stop motion animator Steve Buckley demonstrates.

# From New York to L.A., & everywher

As the EGM/HERO SuperTour continues to wind through the U.S. one thing is clear: the concept works.

Comic book enthusiasts like it because they get a chance to meet some of the artists that draw their favorite comic books.

Video gamers like it because they get to play Sega, Super Nintendo, Duo games before anyone else. Every weekend there were awesome competitions–Sega's Eternal Champions Tournament; Electronic Arts' General Chaos, NHL '94, and Bill Walsh College Football; TTI's Bomberman '93; Software Toolworks' Wing Commander-The Secret Missions and Accolade's Bubsy. The retail sponsors Babbage's and Electronics Boutique like it because the Tour brings excitement and more traffic in the stores.

From the Mall of America in Minneapolis to Sawgrass Mills in Miami, the SuperTour has packed 'em in. The '93 season ends in Philadelphia at the King of Prussia Plaza. Stay tuned–SuperTour '94 is just around the corner, coming to mega malls and comic fan conventions near you. The prizes are bigger and better, and the games will be the best you've ever played.

EGM & HERO
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A lucky winner from one of the many Super Tour contests shows off his prize.

Fans lined up to meet well known Malibu Comics artists.

HERO
SUPER TOUR

Even though he appears to be heavily sedated, this guy was ecstatic to win a brand new TTI Duo. Really!

SUPER TOUR
PLAYOFF CHALLENGE

Crowds gathered to see who were the big contest winners!

*A special thanks to Electronics Boutique, Babbage's, Malibu Comics, and the following sponsors of SuperTour:*

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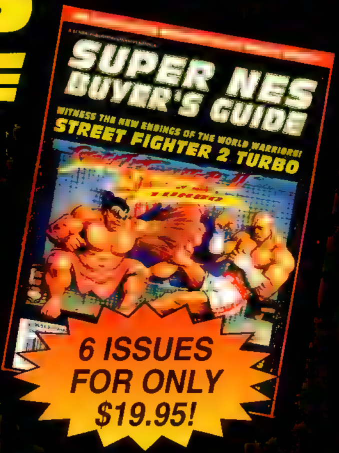

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| Shadow of Beast II | 17/34 |
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| Shinobi III | 19/38 |
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| Star Control | 16/32 |
| Steel Talons | 14/38 |
| SF II Champ | 30/51 |
| Streets Of Rage 2 | 17/39 |
| Strider Returns | 21/42 |
| Super Baseball 2020 | 21/42 |
| Super Monaco GP II | 22/44 |
| Super Off Road | 18/36 |
| Super Smash T.V. | 15/38 |
| T2 | 14/35 |
| Task Force Hamer | 18/36 |
| Technoclash | 20/37 |
| Tecmo Cup Soccer | 20/41 |
| Time Gal (CD) | 25/37 |
| Tiny Toons | 22/39 |
| Todd In Slime World | 21/46 |
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| Toki | 17/34 |
| T. Larussa Baseball | 20/39 |
| Toys | 13/34 |
| Tyrants | 14/36 |
| Uncharted Waters | 30/48 |
| Universal Soldier | 18/39 |
| Warrior Of Rome | 20/41 |
| Warrior Of Rome II | 15/36 |
| Where In The World | 20/38 |
| Where in Time | 14/36 |
| Wonder Boy | 14/38 |
| World Trophy Soccer | 15/33 |
| Zombies Ate My... | 19/38 |

## Super NES

| | |
|---|---|
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| Alien Vs. Predator | 20/40 |
| Amazing Tennis | 16/40 |
| Axelay | 11/34 |
| B.O.B. | 17/34 |
| Battle Grand Prix | 15/38 |
| Battletoads | 12/38 |
| Bazooka Blitzkrieg | 25/44 |
| Best Of Best Karate | 17/38 |
| Blazeon | 17/41 |
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| Brawl Brothers | 12/32 |
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| Captain Novalin | 19/38 |
| Chessmaster | 18/41 |
| Chuck Rock | 14/40 |
| Clue | 17/38 |
| Combatribes | 16/39 |
| Congos Caper | 17/34 |
| Contra III | 15/34 |
| Cool Spot | 21/42 |
| Cyber Spin | 18/36 |
| Cybernator | 20/38 |
| Dragon's Lair | 14/35 |
| Duel. Test Drive 2 | 18/41 |
| Dungeon Master | 22/44 |
| EVO | 22/44 |
| Extra Innings | 16/32 |
| F1 ROC | 15/38 |
| Family Dog | 21/40 |
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| Final Fight 2 | 17/38 |
| Firepower 2000 | 16/34 |
| First Samurai | 22/43 |
| Game Genie | 16/39 |
| Gemfire | 16/32 |
| Goal! | 22/38 |
| Goof Troop | 23/45 |
| Gun Force | 18/39 |
| Harley's Adventure | 18/39 |
| Hit The Ice | 16/33 |
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| Jack Nicklaus Golf | 16/35 |
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## Super NES

| | |
|---|---|
| Operation LogicBomb | 23/45 |
| P.T.O. | 24/48 |
| PGA Tour Golf | 22/43 |
| Pilot Wings | 16/32 |
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| Super Baseball Sim | 17/34 |
| Super Batter Up | 20/45 |
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|---|---|
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| Bomberman '93 | 10/24 |
| Bonk's 3 | 17/34 |
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| Shockman | 15/32 |
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| Vasteel | 18/36 |
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| Steel Cage Chal. | 13/27 |
| T2 - Arcade Game | 14/27 |
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## Lynx

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|---|---|
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| Baseball Heroes | 15/26 |
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| Crystal Mines II | 16/28 |
| Dirty Larry | 15/28 |
| Dracula | 12/25 |
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| Power Factor | 18/30 |
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| Shanghai | 16/28 |
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|---|---|
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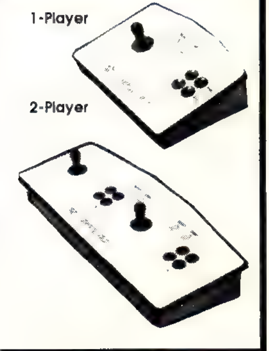

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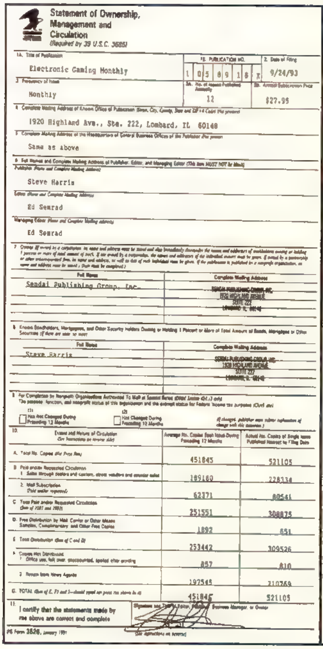

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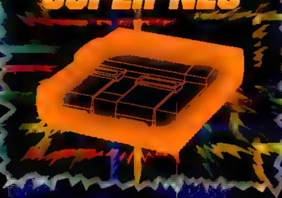
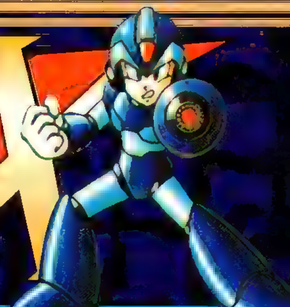
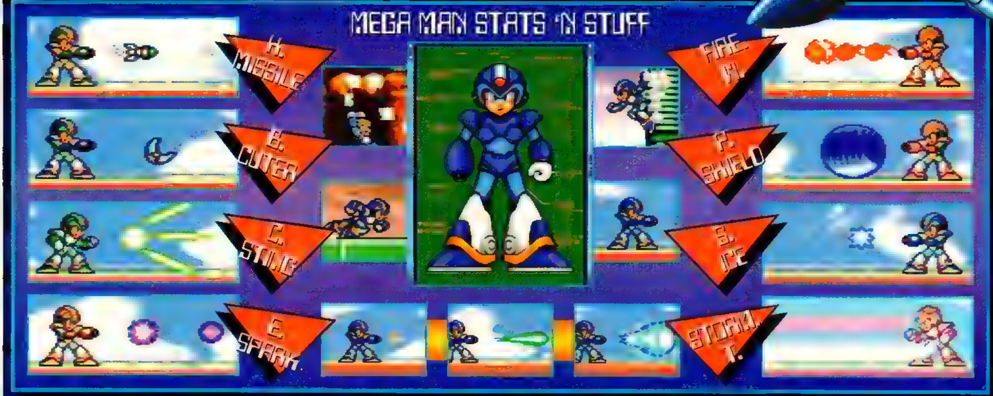


# MEGA MAN X



## MEGA MAN STATS 'N STUFF



### THE GOOD

The backdrops are beautiful and the control of the game is VERY good—no swearing at the game this time!

### THE BAD

The basic fact that it took so long for this title to make in into the 16-Bit arena!

### THE UGLY

What's with the elephant!?! He looks like one of the characters from "Great Space Coaster"!

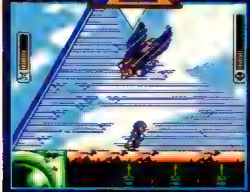
Mega Man is back! This time, he is set way into the future, where he is the basic design principal for all the robots of that time. However—as expected—things go wrong. So Mega Man must come to the rescue. In this version, he has a new friend that does not play a major role, but informs him of upcoming dangers. There are also pieces of add-on equipment that Dr. Light has left for you from the past, like armor and dash boots. This has got to be one of the best 8- to 16-Bit conversions to date! Here, we present the first eight levels, pics of the Bosses and all the cool weapons you can get! More on this in later issues!

## FACT FILE

### MEGA MAN X

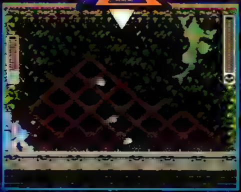
| MANUFACTURER | # OF PLAYERS |
|---|---|
| CAPCOM | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | JANUARY |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 12 MEG | 13 |
| **THEME** | **% COMPLETE** |
| ACTION | 85% |

**STORM EAGLEED**



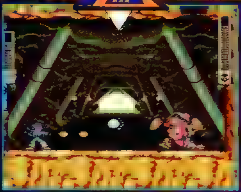
The diving eagle will push you out of the way with its wings.

**STING CHAMELEAO**



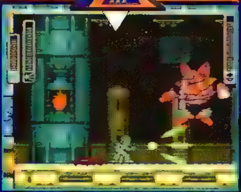
He has a long tongue and a camouflage effect to boot!

**ARMOR ARMAGE**

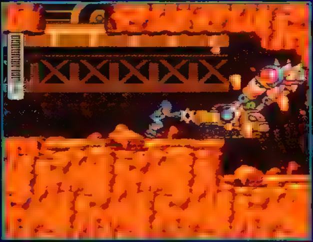


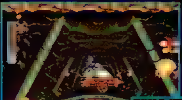
An armadillo with an attitude! He rolls up and plows into you.

**BURNIN' NOUMANDER**

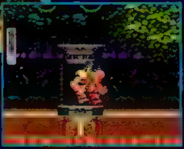


This Great Space Coaster reject fights on a conveyor belt!

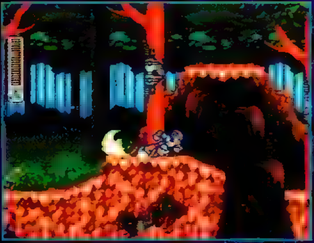




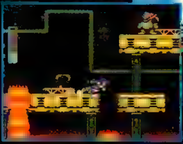
Power-up yourself to make those difficult attack moves!



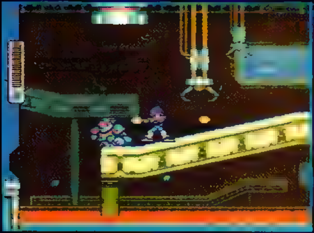
Watch out for this guy's sharp and deadly spikes!



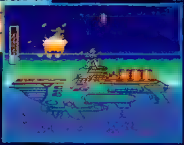
The sky fortress is filled with turrets and airplanes.



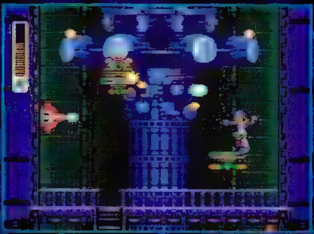
This trash compactor is loaded with lava spurts.



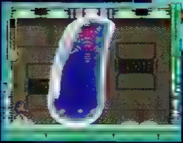
The arctic zone harbors snow terrain bats and other nasties.



Under the sea lies many mechanical fish-like creatures.

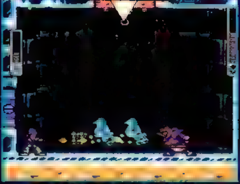


Another sky fortress with more power than before!



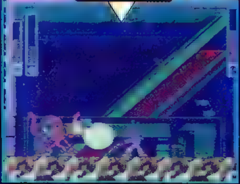
Electricity and lights are toyed with in this weird zone.

**ICY PENGUIGO**



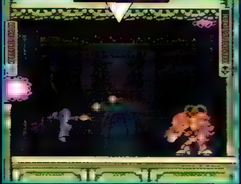
A goofy penguin activates blizzards and has cold breath!

**LAUNCHER OCTOPULD**



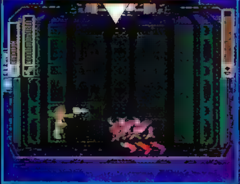
This octopus can suck your life energy to increase his own!

**SPARK MANDRILLER**

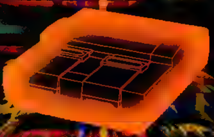


This tiger electrifies the walls and floor. He can also hang.

**BOOMER KUWANGER**



This guy is basically Quickman from the original series.

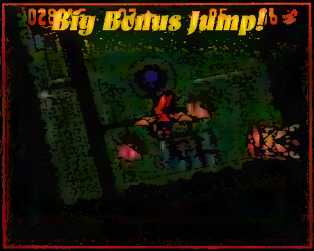


SUNSOFT

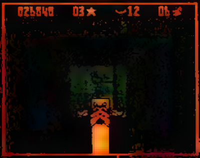
## FACT FILE

### AERO THE ACRO*BAT

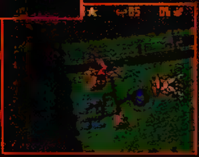
| MANUFACTURER | # OF PLAYERS |
|---|---|
| SUNSOFT | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| HARD | NOW |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 8 MEG | 25 |
| **THEME** | **% COMPLETE** |
| ACTION | 100% |



Big Bonus Jump!



As you start the bonus stage, a boxing glove will push you off the board.



On the way down, dive through hoops and avoid the guy with the fan.

Failed!

Success!

### THE GOOD

The fantastic, crazy clown music is really entertaining and gives a great sense of humor to the game.

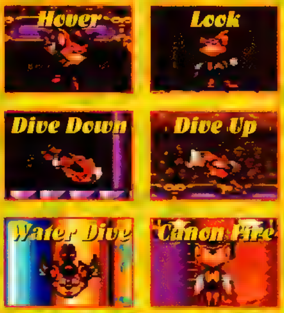
### THE BAD

The fact that if you continue on 1-5, you'll begin at stage 1-1! This makes it extra tough!

### THE UGLY

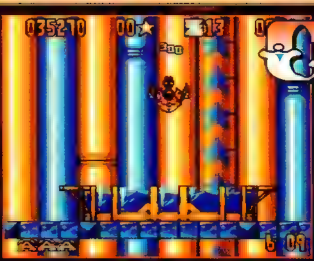
When you have a Look Button and do a 360 degree turn to make Aero look like he's a dizzied wreck!

### Cool Spunky Bat Moves!



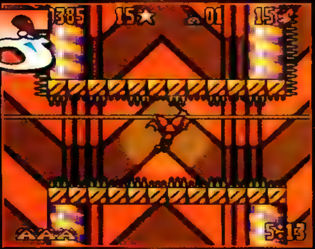
# AERO THE ACRO-BAT

It's time for another mascot game to come into existence! Enter Aero the Acro*Bat from Sunsoft! This little spunky guy is full of tricks to stop the sinister Ektor from ruining the show with his cruel ideas of practical jokes. Like many other mascot games, expect this one to have vast levels filled with all kinds of surprises. But unlike other carts of this genre, Aero goes all-out with originality—by having to perform circus stunts to get through the rough big top! Having to execute high dives, cannon ball body shots, trapeze swinging, and many other forms of circus stunts will keep you busy while trying to locate the specific things that you need to do in order to beat the sections. Some examples of level goals will be turning on the circus lights, destroying star bricks, or even rescuing Ariel, your partner in the big top. And while you are doing all of these things, you will be accompanied by a soundtrack that is truly hysterical, a goofy crazy clown music selection that are all renditions of popular carnival and circus themes! If you're saying to yourself that you are just sick to death of Sonic the Hedgehog rip-offs, then you should check out this unique high-thrills cart!

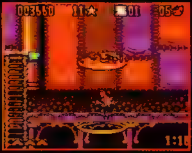


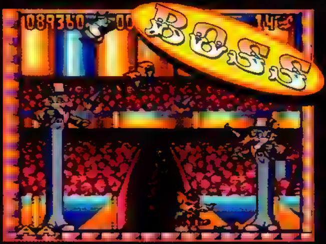
# CIRCUS

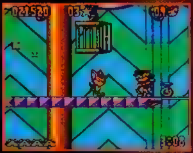
High wires and leaps of faith will test your skills as you plod through this level. Look everywhere for hidden 1-Ups and health so you'll have an easier time with the Boss!



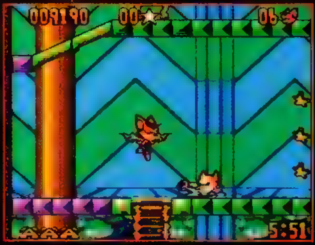
There are lots of circus feats to find in this level, like flaming hoops and a dive into a pool of water.

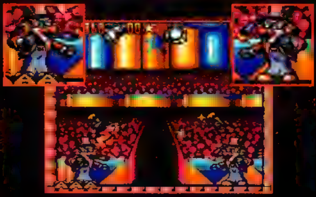




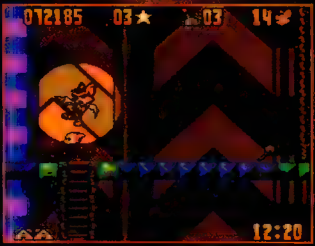


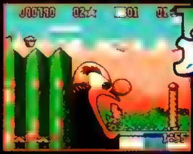
It gets tough when you have to rescue people and switch on lights with only a spotlight for some help!



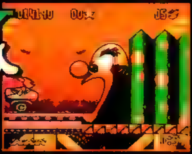


The Stilts Brothers will attack you with flaming pins, so knock them down to size!



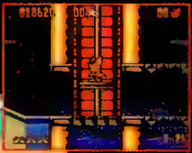


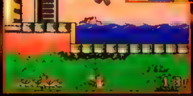
# FUNPARK



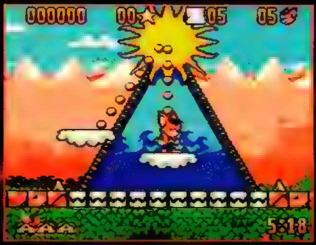
Unlike its name, it's not fun. No fun at all. First, there is a roller coaster ride that will have you ducking and jumping walled spikes and other hazards. Also, beware the Rotor, a ride that you need to flip up or down on the electric bar to avoid many obstacles. It's just like playing the Jet Ski scene in Battletoads—a big PAIN!

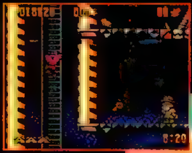
Use elevators to reach higher grounds for power-ups!





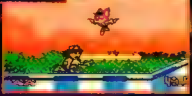
Swing carefully or the clowns with balloons might get you.

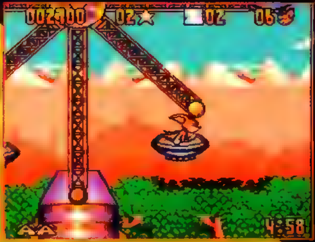


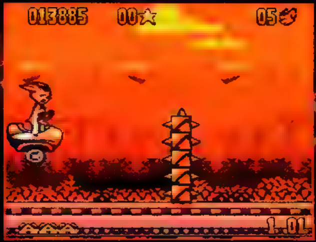


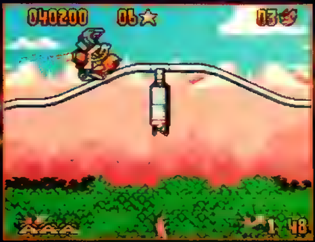
The night is filled with many deadly surprises.

The fire brigade clown will scorch your little keister!

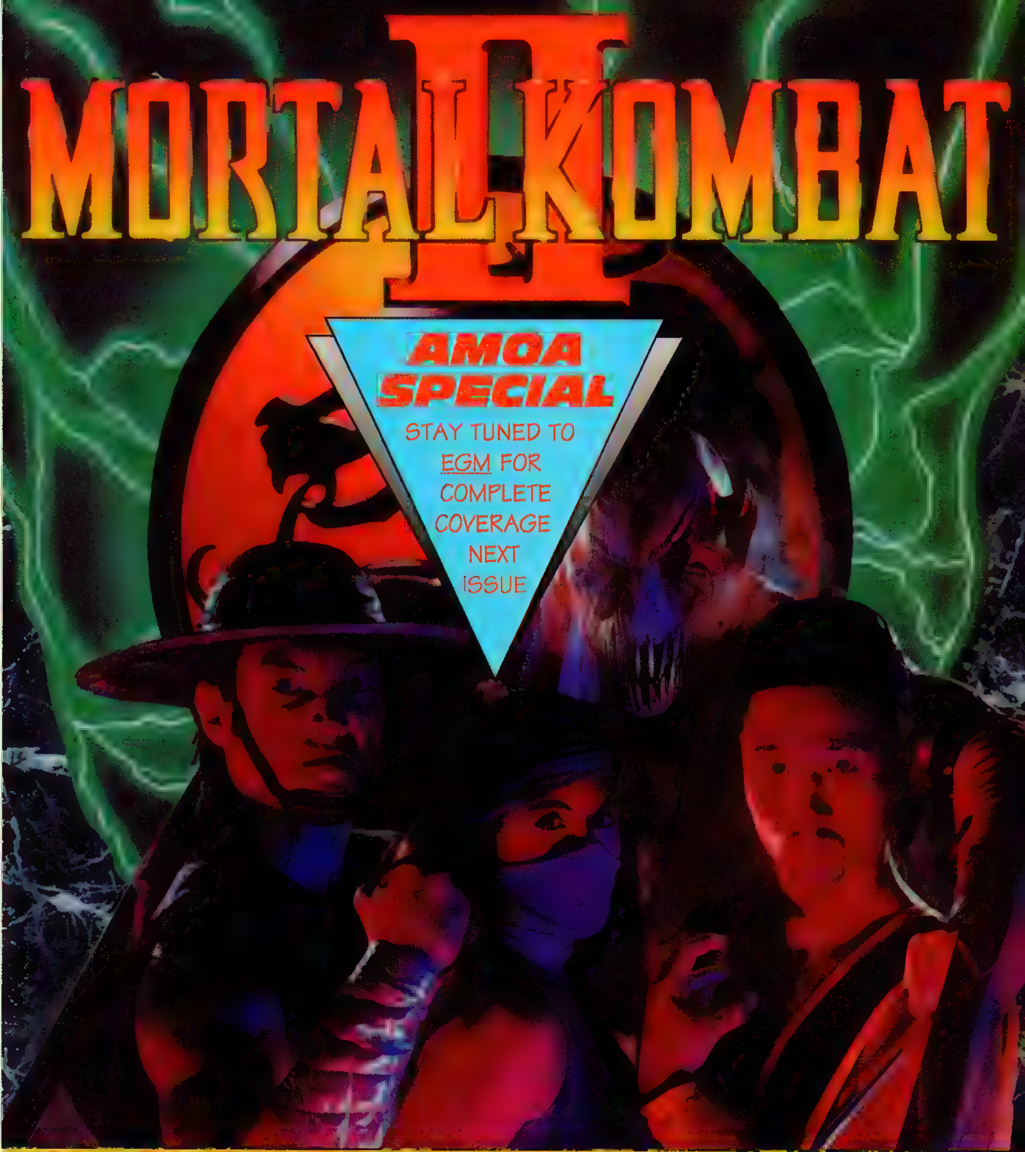








# MORTAL KOMBAT II



**AMOA SPECIAL**

STAY TUNED TO
EGM FOR
COMPLETE
COVERAGE
NEXT
ISSUE

Shang Tsung used the Shaolin tournament to attract the world's mightiest warriors. One by one he defeated them, but the forces became unbalanced. His horrible scheme came to an abrupt end at the hands of Liu Kang. Facing extinction, Shang Tsung fled to the outworld were the word of his defeat was already spreading. To convince his master, Shao Kahn, in giving him a second chance, he planned to lure his adversaries to the outworld where Shao Kahn could dispose of them himself.

- 12 Characters - with 7 new warriors
- Multiple fatalities per character
- DCS killer sounds
- 5 times the surprises!!!

NOTE: PRELIMINARY PHOTOS WERE TAKEN AT THE AMOA UNDER ADVERSE CONDITIONS.

CHOOSE YOUR FIGHTER
CHOOSE YOUR FIGHTER
00 WINS
00 WINS

HOLLYWOOD
00 WINS
SHANG TSUNG
00 WINS
LIU KANG
00 WINS
00 WINS
00 WINS
00 WINS
00 WINS
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00 WINS
00 WINS
08
00 WINS

NOTE: PRELIMINARY PHOTOS WERE TAKEN AT THE AMOA UNDER ADVERSE CONDITIONS.

DCS
SOUND SYSTEM
00 WINS
00 WINS
JAX
00 WINS
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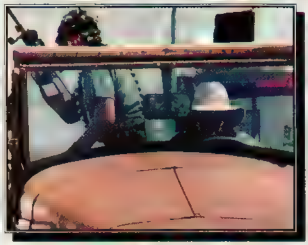
FATALITY

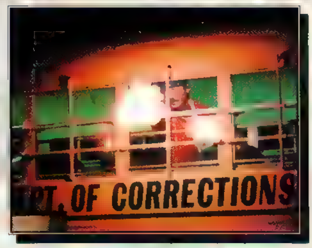
# CRIME PATROL 2 by American Laser Games



The drug traffickers that you will encounter are some mean hombres!

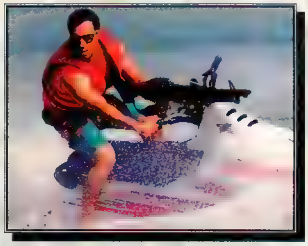
American Laser Games also had a strong showing at this year's AMOA Exhibition with their latest game Crime Patrol 2: Drug Wars. This game follows in the past success of other ALG titles like Mad Dog McCree and Crime Patrol. Live action laser games are here to stay!

Crime Patrol 2 has four different levels; Sierra County, where you must stop the small town drug traffickers; Big City, where you must put an end to an organized drug cartel; Border Patrol, a place where the actual drug runners go; and finally South America, where you track the drug king to his lab.

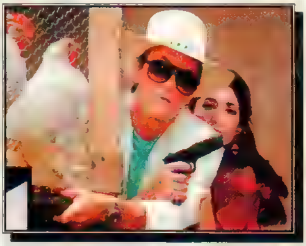


Your game is over after you've been hit by a certain amount of enemy gunfire.

Crime Patrol 2 can be played with either one or two players. With two players, the going is much easier than with just one. Also, the cabinet comes in a variety of monitor sizes like 25", 33" and the huge 50" model. Try to play the 50" model so you can get more "involved" in the game! It's very hot (these types of games always look better with a bigger screen!).



Trying to hit some of the bad guys can be difficult, so aim very carefully!



Be extra cautious so you don't hit an innocent bystander by mistake.

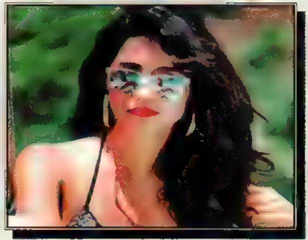
Like other laser games before it, Crime Patrol 2 requires you to interact with some of the characters on the screen to get useful information about what to expect next. Most of the characters that you will encounter, however, are out for one thing—to eliminate you quickly and painfully!

You must try to locate the drug kingpin in South America and destroy the lab that is supplying drugs to a good portion of the United States. The going is not easy because there are literally hundreds of the drug lord's goons everywhere. The object is simple: get them before they get you!

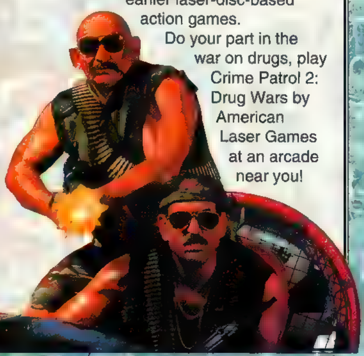
Crime Patrol achieves its goal with flying colors! The actions is very heated, and sometimes you'll find yourself yelping with scared excitement. As far as game play, this game is probably one of the best playing laser games we have seen thus far. The guns are very accurate, and you'll probably never experience some of the quirks of the earlier laser-disc-based action games.

Do your part in the war on drugs, play Crime Patrol 2: Drug Wars by American Laser Games at an arcade near you!

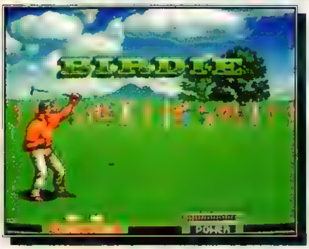
CRIME 2 PATROL



You will get valuable information from a variety of characters like this bikini girl.



# SKINS GAME by Irem

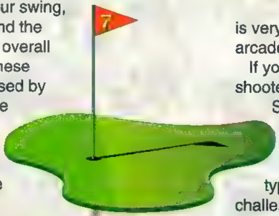


**Alright! It takes a steady hand and a keen eye to do really well on the green.**

Irem's Skins Game is a rather radical departure as far as arcade games go. No, it's not a fighting game or a shooter. It's not a racing game or an adventure game. It is, simply put, video gaming for a different crowd. This is a game that you might not only find in some arcade, but also in bowling alleys, bars and other, how shall we say it, more adult places. This machine will have a definitely higher appeal in these types of establishments.

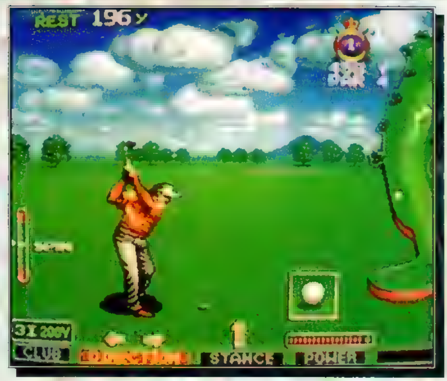
Regardless of where you might find it, this game is a boon for golfing fans and older players! Essentially what you get is a golfing game which you can play with up to four people. The Multi-Player Option alone makes this unit a great bar game! Actually, Skins Game is more fun with a lot of people playing! This is definitely one game that you don't want to play alone!

The game has three Modes of play featuring Match, Stroke and Skins. Personally, my favorite is Stroke (yes!) Play. In this Mode, you must attempt to sink the ball in less strokes than your opponent. Whether you are playing the computer or another player, things tend to get really tense!



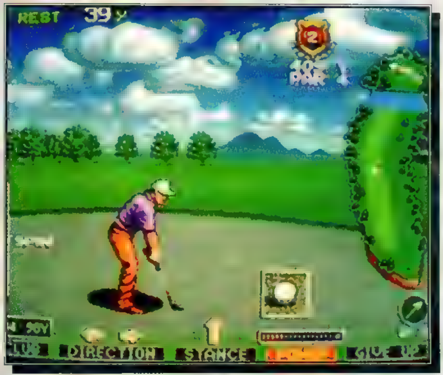
The controls are outrageous! You have control over just about everything! You can pick the club that you want, the direction of your swing, your stance and the power of your overall swing. All of these controls are used by highlighting the selected title and toggling the joystick. What could be simpler?

This game becomes very addictive after a short while! Even though at first it seems to be a fairly boring premise for a video game, Skins Game becomes habit-forming after about three games! The graphics are great, especially for a golfing game, and the sounds are okay. What really sets this game apart is its ability to pull the player onto this "video-golf course" and keep him or her there for a long, long time! This is partially due to the fact that this game takes skill and a lot of patience to master. This is very important in a successful arcade game. A great learning curve!



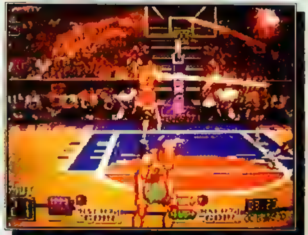
**The Skins Game covers just about every nuance of golf. You control everything from club selection to stance.**

If you are tired of fighting games, shooters and action titles, try Irem's Skins Game. The action is great and it becomes completely habit-forming after just a few games! Whereas this is not a typical arcade game, it offers a challenge level that is exceptional.



**Use the menu at the bottom of the screen to remain in control. Just remember to factor in any variables!**

# RUN AND GUN by Konami


**Execute some bodacious slams by using button/ joystick combinations.**

**The joystick/ three button control panel works very well when you need a slam!**

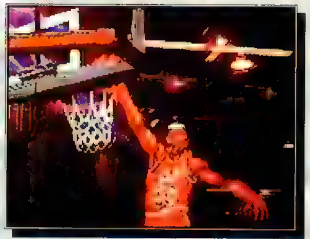
Get ready to do some serious jammin' with Konami's new basketball game Run And Gun. Targeting the players of games like NBA Jam and Arch Rivals, Run And Gun delivers everything that basketball fans everywhere expect from a great arcade game.

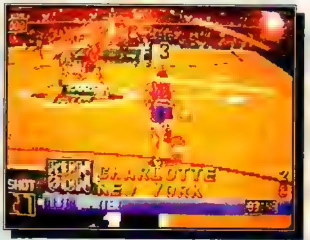
Run And Gun comes in two main versions, a single monitor model and a double monitor model. Each model allows for up to four players to play an all-out hoops extravaganza! You can play four players simultaneously with two people per team!

This game has it all! You can steal, pass and do a multitude of dunks and slams just like the pros! You can execute slams by doing a combination of movements using your joystick and one or more buttons. All of the moves are relatively easy to learn and master, and give the players the chance to score tons of points during each game. The dunks are especially cool because the characters are animated really well. They look just like real people.

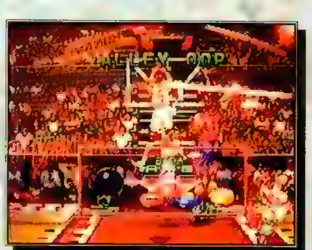
Although no NBA teams are licensed to Run And Gun, the teams cover the entire basketball spectrum. There's a very good selection of teams to play, each of which has its own advantages and shortcomings. Obviously Run And Gun is one of those games where you can play for days and never play the same game twice. This, along with the killer graphics, makes Run And Gun very attractive to gamers. The Multi-Player Option is a very strong feature in this awesome b-ball free-for-all.

If you're in the market for a new and different basketball game, give Konami's Run And Gun a shot. You'll get hooked on the graphics, game play and second-to-none fun factor. Just remember— it's NOT the shoes!

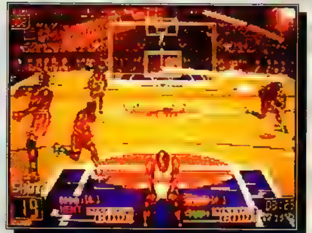

**Run And Gun has some of the best graphics ever seen in a basketball game.**



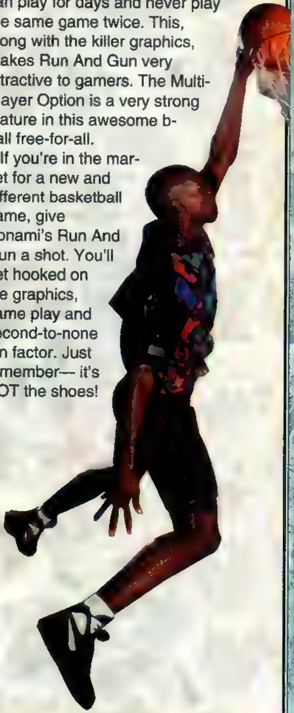
**You even get a really outstanding roster of teams to play as or against.**

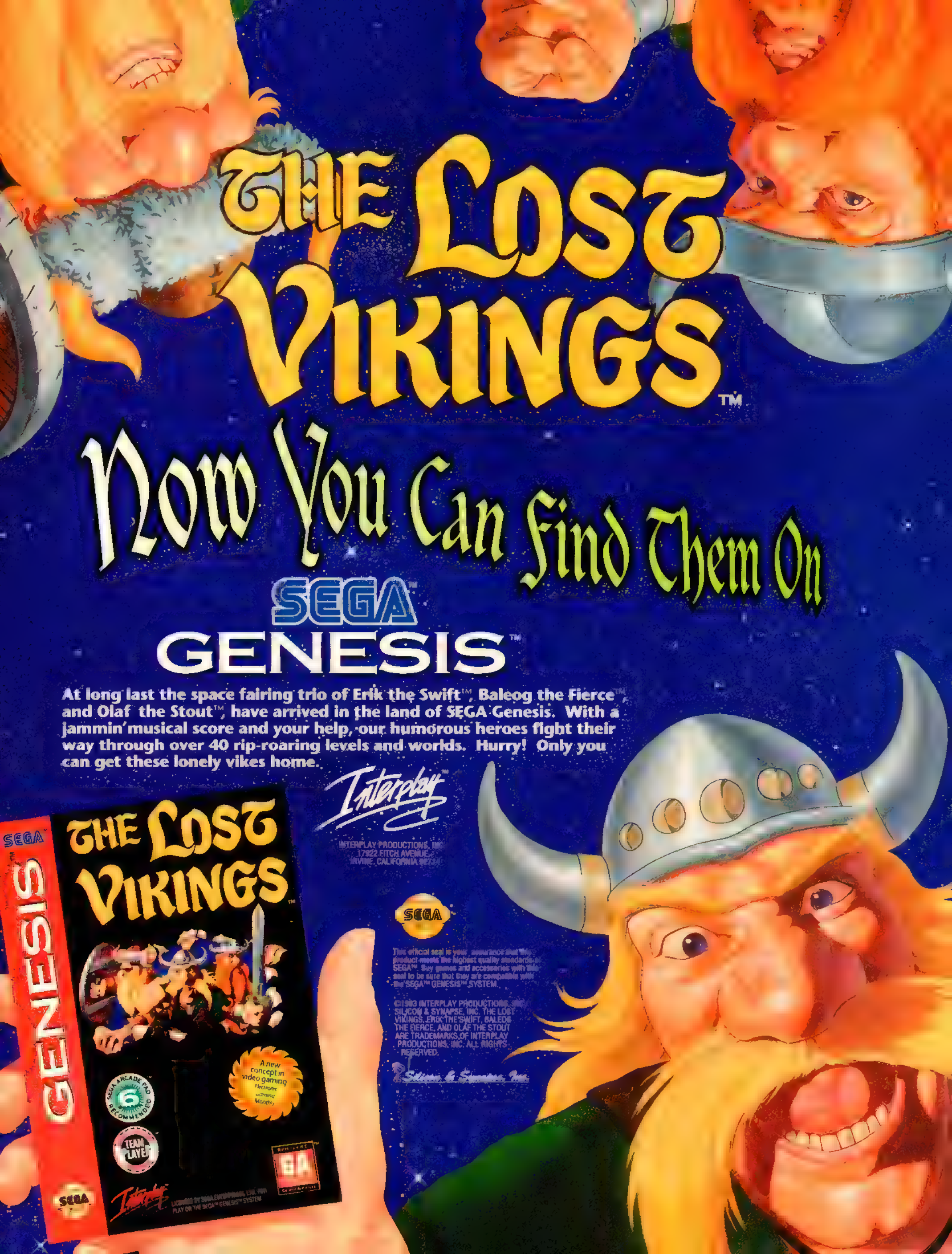


**If you get the ball passed to you under the bucket, you can do an Alley Oop!**



**The ability to play with four players is a welcome option to this coin-op.**

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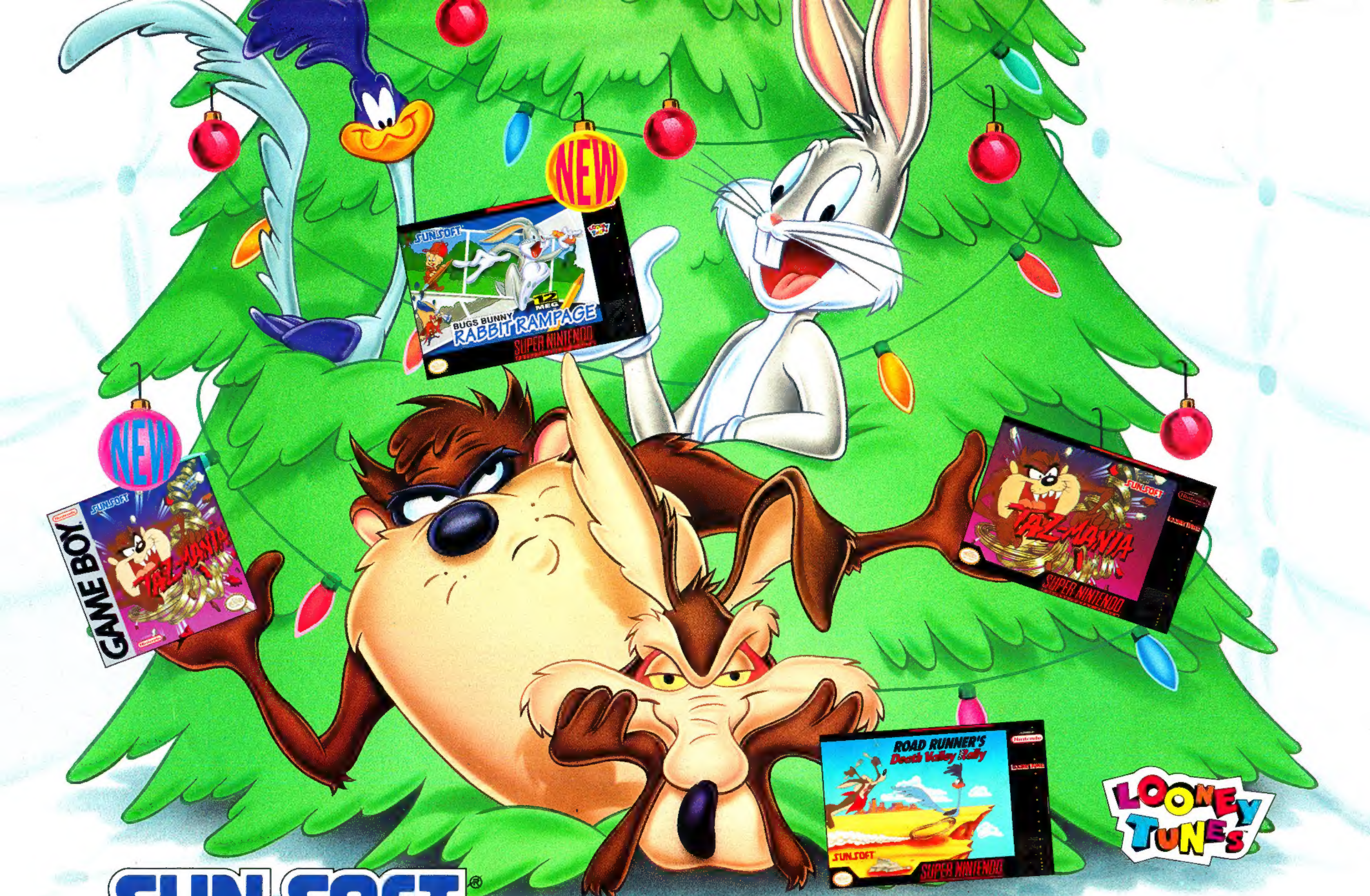
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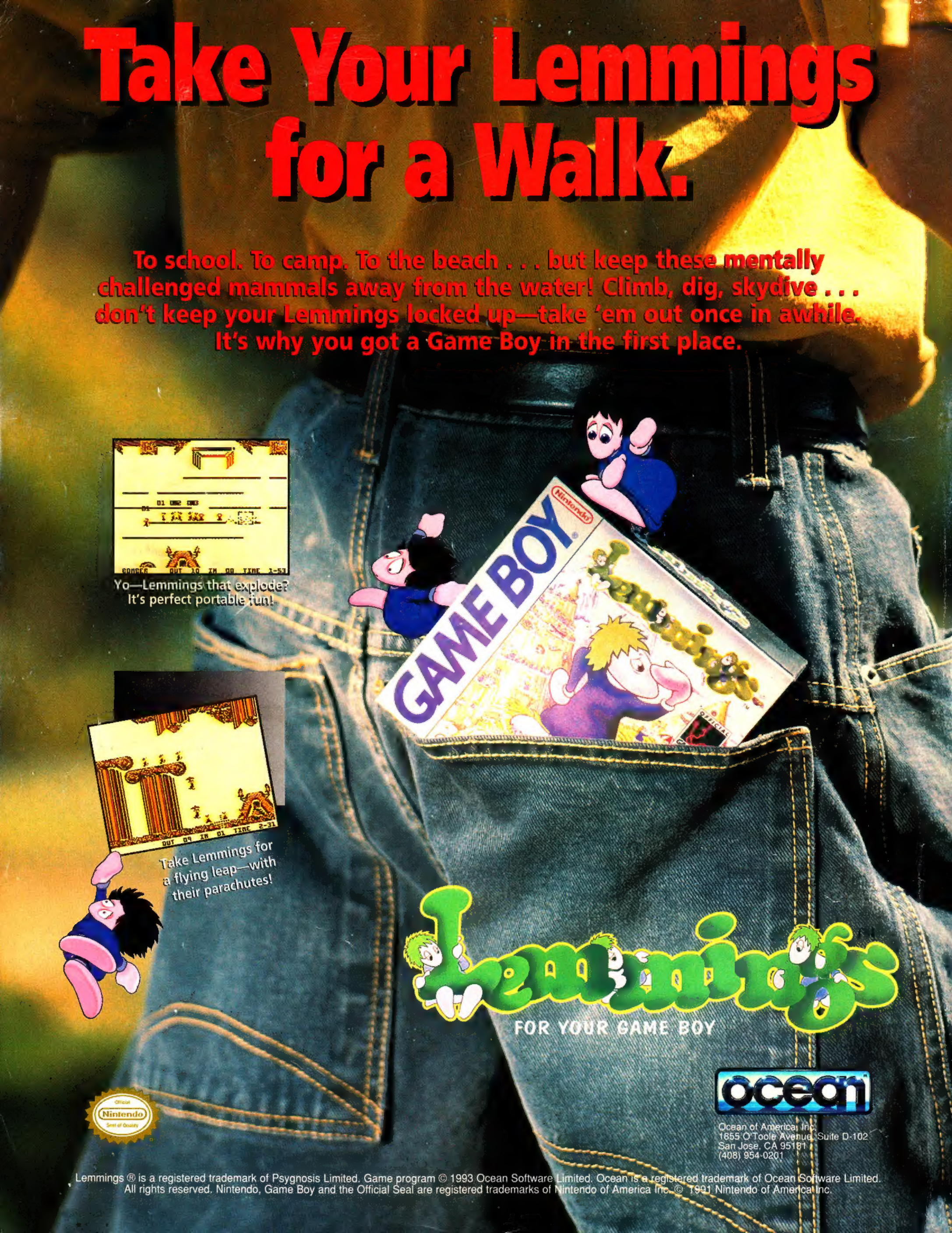
# Take Your Lemmings for a Walk.

To school. To camp. To the beach . . . but keep these mentally challenged mammals away from the water! Climb, dig, skydive . . . don't keep your Lemmings locked up—take 'em out once in awhile. It's why you got a Game Boy in the first place.



Yo—Lemmings that explode? It's perfect portable fun!

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## Lemmings

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